

E3: THE LAST WORD!

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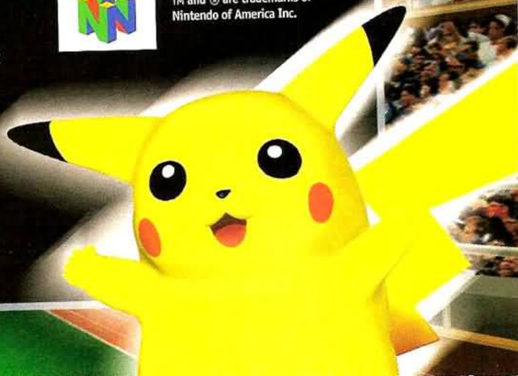
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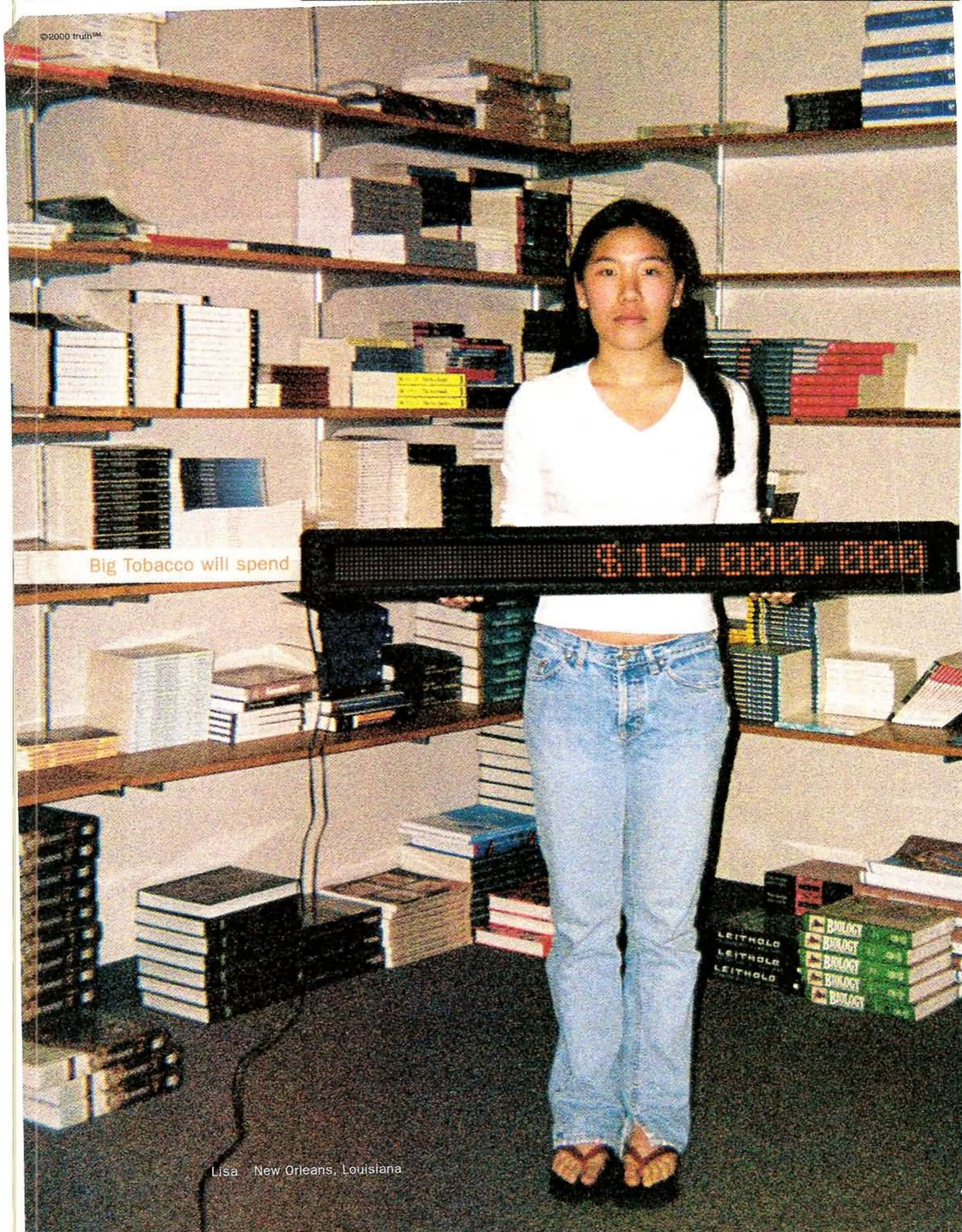
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KIRBY'S BLOWING BACK INTO TOWN, SO SUCK IT UP AND TAKE IT LIKE A PUFFBALL. THIS MONTH'S TIPS WILL HAVE YOU SLURPIN' AND BURPIN' UP ENEMIES (AND THE OCCASIONAL SHARD) WITH THE BEST OF 'EM AS YOU LEARN TO THINK PINK.



KIRBY 64™
The Crystal Shards

BANJO-TOOIE



This month we bare it all (but we're keeping the yellow shorts on) as Rare brings Banjo out of hibernation. Catch an eyeful of never-before-seen shots and top secret info on the sequel's new moves, transformations and enemies.

Page 28

THE WORLD IS NOT ENOUGH



Bond is back, and this time it's EA that has the license to thrill with a new stealthy spy game for the secret agent man. The world may not be enough for 007, but maybe this sneak peek will suffice. It's for your eyes only.

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THE LEGEND OF ZELDA: MAJORA'S MASK



How do you follow up a landmark game like The Legend of Zelda: Ocarina of Time? Find out directly from Shigeru Miyamoto and the development team for Majora's Mask in an exclusive interview, and look at Link's latest.

Page 52

CRYSTALIS



Whew! The global war that the original NES Crystalis predicted would happen on October 1, 1997, never happened. Now the world's a better place since the classic epic has resurfaced on GBC and this month's tactics have arrived.

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GAME STRATEGIES

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DEPARTMENTS

player's pulse

Well, the developers' booths at E3 have been torn down and the Los Angeles Convention Center floors have been swept. The curtains have closed on another huge E3 show, and it's time to see just how many of your predictions came true. One thing is quite clear—everyone is ready for Dolphin.



Tristan Corrales • Chino, California

Making a Big Spash

It's very obvious what is going to be the biggest hit in May. Dolphin will come out! I mean you have put us, the wonderful readers, in suspense for the longest time! I think it's about time to let us Nintendo freaks get our hands on possibly the best system ever! I just have one suggestion. When Dolphin does come out, put some coffee in the box—we're going to need it!

Agent API
Via the Internet

You've got to be kidding me! The biggest announcement at E3 will be about Dolphin. It may not show its face, but it will be all people talk about because everyone knows it's going to be unlike anything anyone's ever seen!

Anonymous
Mason, OH


Alex Byrd • Hatboro, Pennsylvania

Episode 64

I think that the biggest surprise will be a new *Star Wars* game for the N64. I'm not sure what it will be, but if it's anything like the last additions to the Nintendo system, I'm going to buy it.

Julian Bell
Via the Internet

Go-a Long, Okey-Dokey?

I think that Mario Tennis will steal the show at E3. Or maybe another game might steal the spotlight, a secret game, maybe Mario Football?

Ducks9kariya
Via the Internet


Thomas Horwath • Laguna Hills, California

How Did This One Get in There?

I think the biggest surprise at E3 will be when the secret is finally released about how to defeat that darned Marathon Man in Zelda 64. I think everybody is sick and tired of having him always win. It's not fair!

Andy Dotta
Slatington, PA

Hey! That's not a game prediction, but we're happy to help you out anyway. You can stop racing the Marathon Man, because there's no way to beat him. It's good exercise, though.

Bebe's Young Adults?

The most shocking, surprising and frightening part of E3 will be when they introduce...Bebe's Kids 64!

Anonymous
Via the Internet

We'd have to agree—it would be frightening.

Riding the Wave

The biggest surprise for this year's E3 will be the second Wave Race 64 game. It could have new characters like Rex the radical dinosaur, and Dippy the super dolphin. It could also have a battle mode to battle your friends in races or with weapons. I'd buy it in a second.

Taylor Adams
Via the Internet

Smash 2

I think the big surprise will be a sequel to Super Smash Bros.! Can you imagine it? More characters, more moves, more levels and getting to kick the crud out of more enemies!

Jordan Folks
Via the Internet

Now that we've seen what DK, Mario, Kirby, Samus, Ness and the other original Smash Bros. all-stars could do, who do you think would be the next big bruiser? Maybe the sequel would introduce a new kid on the block, someone who could defeat anything in its path, someone like, say, Magikarp?

The Pokémon Rainbow

I think that Nintendo should make Pokémon Yellow (or when it comes out, Gold or Silver) for N64. You could walk around just like you can in the Game Boy game, and use the same views as Zelda and the same battles as Stadium—all in 3-D. All I have to say is that it would be awesome!

Tyler LeBlanc
Nova Scotia, Canada

Thanks for the suggestion, Tyler. We don't know whether

Background Art: Megan Hauser • Lafayette, Indiana

this was an E3 prediction or not, but we like your idea either way. Our question is, would you play as Ash or as a member of Team Rocket?

Mario, M.D.?

I was writing to ask if Mario plans to be a plumber all his life. I mean, isn't that kind of a boring job? I think he should have experimented with some other jobs.

James Barrows
Via the Internet

Boring? If Mario, who couldn't be reached for comment, weren't a plumber, who would've navigated all of those pipes in the Super Mario Bros. games? Who would've drained the pool in Super Mario 64? Besides, it seems that the life of a plumber is better than you think—it affords Mario enough time to become a pro at tennis and golf, not to mention all that Koopa-stomping, Princess-saving adventuring he gets to do.

Going Ape

In Volume 132, you say that you have no human-simian translator. But in Volume 131, you have an interview with DK in the Goomba Gazette. How did you understand the interview?

Tetsu Koguchi
Via the Internet

Ooo-oo, eee-eee-eee. Ooo eee-eee-ooo eee-ooo. EEE-EEE-EEE!

There Can Be Only One

What's the plural of Tetris?

Anonymous
Via the Internet

Now there's a stumper. We had to put your obscure question to NP's astute, grammar-policing editors...who had no idea. Their guess was "Tetrises," the last syllable of which would be pronounced "ease." But since there can be only one Tetris (well, one Tetris family of games), you should accept no substitutes.



Jeramee Marceleno • Fremont, California

And the Winner Is...

When I first looked at Perfect Dark's rating of a whopping 9.6, I was wondering to myself what other games have received such high ratings. So help me out and tell me!

Marcus Sonsteby
Princeton, MN

If you haven't already checked it out, we suggest you see why we gave Perfect Dark the highest score of any video game since we started the current rating system in Volume 100. Other top-ranked games are, of course, The Legend of Zelda: Ocarina of Time (9.5), Banjo-Kazooie, Tony Hawk's Pro Skater, Turok 2: Seeds of Evil (all of which were tied at 9.2), Star Wars: Rogue Squadron (9.1), GoldenEye 007 and Jet Force Gemini (which tied at 9.0).

Three E's

In Volume 132, Arena was incorrect. On the E3 Quiz, it said to name the ONLY five Pokémon that had three e's in their name. They had Exeggcute, Weepinbell, Victreebel, Butterfree and Electrode. But they forgot about Weedle. What, did you think he was too weak to include? That isn't fair.

Michael Brown
Old Saybrook, CT

Right you are. Our sincerest apologies to our readers and, most of all, to Weedle, whom we think of as very, very strong.

Ash's Stash

I want to know where all of the Nintendo characters keep their weapons! In previous issues you have said that Link has "Velcro," Bomberman has "deep pockets," and James Bond has a "trained body." But what it all boils down to is, no one has asked where Ash Ketchum keeps his Poké Balls. Where do all of the characters keep their stuff?

Mary Allison
Soperton, GA

Where do you keep your Poké Balls? In your Pokédex! All right, we know what you mean. As you may remember from Episode 2 of the TV series, Ash keeps his Poké Balls tucked in his belt, beneath his jacket. That's why he always seems to have the right Pokémon for every occasion.

That's Capisce

I was just reading your Player's Pulse in Volume 132, and in the section asking Mario a question I found a little error. There is a question about how well he can fix a leaky pipe. His response is that saving the princess is



Steve Decker • Cranberry Twp., Pennsylvania

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power charts

You'd better sit down. Tony Hawk skated so quickly to the number one slot on the Power Charts, our heads are still spinning. But how long will he be able to hang on to the coveted spot? They say it's lonely at the top—maybe Joanna Dark will pay him a visit next month!

NINTENDO 64 TOP 20

1 TONY HAWK'S PRO SKATER



Whoa! What happened? As if from out of nowhere, Tony Hawk's Pro Skater ollied onto the chart in style. This may be a record, folks. We don't recall seeing any other games debut in the number one slot.

2 POKéMON STADIUM



3 GOLDENEYE 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	TONY HAWK'S PRO SKATER	ACTIVISION	—	1
2	POKéMON STADIUM	NINTENDO	3	2
3	GOLDENEYE 007	NINTENDO	2	43
4	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	19
5	DONKEY KONG 64	NINTENDO	4	4
6	SUPER SMASH BROS.	NINTENDO	5	13
7	WWF WRESTLEMANIA 2000	THQ	8	4
8	JET FORCE GEMINI	RARE	6	7
9	1080° SNOWBOARDING	NINTENDO	—	21
10	MARIO PARTY	NINTENDO	11	16
11	POKéMON SNAP	NINTENDO	10	11
12	ARMY MEN: SARGE'S HEROES	3DO	19	7
13	HARVEST MOON 64	NATSUME	9	4
14	RAINBOW SIX	RED STORM	20	4
15	RESIDENT EVIL 2	CAPCOM	12	4
16	NFL BLITZ 2000	MIDWAY	16	7
17	STAR WARS: ROGUE SQUADRON	LUCASARTS	15	17
18	BANJO-KAZOOIE	RARE	13	23
19	GAUNTLET LEGENDS	MIDWAY	18	6
20	SUPER MARIO 64	NINTENDO	14	46

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)



There may not be any surprises in the top three spots this month, but plenty has changed on the Game Boy List. Three new games, Pokémon Trading Card Game, Army Men and Wrestlemania 2000, are wasting no time climbing the chart!

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3 POKéMON PINBALL



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	20
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	87
3	POKéMON PINBALL	NINTENDO	3	10
4	POKéMON TRADING CARD GAME	NINTENDO	—	1
5	JAMES BOND 007	NINTENDO	4	27
6	SUPER MARIO BROS. DX	NINTENDO	5	6
7	ARMY MEN	3DO	—	1
8	WWF WRESTLEMANIA 2000	THQ	—	1
9	DONKEY KONG LAND	NINTENDO	10	60
10	DONKEY KONG LAND 3	NINTENDO	7	31

MOST WANTED

1. POKéMON GOLD & SILVER (GAME BOY)
2. DOLPHIN
3. ZELDA: FRUIT OF THE MYSTERIOUS TREE (GAME BOY)
4. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
5. PERFECT DARK (N64)
6. HEY YOU, PIKACHU! (N64)
7. KIRBY 64: THE CRYSTAL SHARDS (N64)
8. BANJO-TOOIE (N64)
9. ARMY MEN: AIR COMBAT (N64)
10. POKéMON PUZZLE LEAGUE

very time-consuming, and then he says "capisce?" Now Mario is Italian, obviously, and correct me if I'm wrong, but I do believe that the word "capisce" is Greek. So what's the deal?

Mike Block
Via the Internet

Since you invited the correction, we have to tell you that we're right this time. Indeed "capisce" is Italian for "understand." The phonetic spelling of the Greek equivalent would be "katavales." Mario was so flattered by how closely you paid attention to what he said that he wanted to add a special "grazie" to you.

At Home with DK

I have several things to say about DK 64. On DK's hammock in his house, why is his pillow a flour bag? That must be uncomfortable. DK has a stereo and one of those old music things. Why both? DK should get in on some reading, because there are cobwebs on the bookshelf in his house.

Charles C. Brown
Via the Internet

Flour is the only substance dense enough to withstand the weight of DK's enormous noggin. The great ape certainly has unique taste, and not only in decor. What's up with that tie he's wearing? Wide ties went out around the time Donkey Kong Country 2 came out on Super NES!

The Stars Shine Bright at E3 2000



Two of Hollywood's most powerful people strike a pose. While we didn't catch that photo op on film, we have this pic of NP's Jason Leung (right) and Gary Coleman (left, actual size) sharing a "What'choo talkin' 'bout?" moment.

The video game industry rivals the movie biz, so it's no surprise that the stars showed up in L.A. for May's Electronic Entertainment Expo 2000. Among the E3 celebs in attendance were director Steven Spielberg, rapper Ice-T, soccer star Mia Hamm, *Evil Dead* hero Bruce Campbell, the WWF's Mick Foley, Regis "Is that your final answer?" Philbin, TV twins Mary-Kate and Ashley Olsen, *Star Trek: Voyager* captain Kate Mulgrew, pro skater Tony Hawk, and Diff'rent Strokes star Gary Coleman (who was on hand to play games, not serve duty as a security guard).

Held on Bond

I am writing to you about a mistake in the GoldenEye 007 Player's Guide. On page 14, look at the dossier on Bond. You said that Bond was briefly married in 1962. That is untrue. He was married in 1969, in the movie *On Her Majesty's Secret Service*—not *Dr. No*, which was made in 1962. So, from a huge Bond fan, realize your mistake.

Bennett Munger
Via the Internet

Good eye, Bennett. Diana Rigg played the only woman to have won the affections of James Bond.



Jennifer Forney • Fort Worth, Texas



Dania Gonzalez • Miami, Florida

WRITE AWAY RIGHT AWAY!

Now that the E3 2000 is over, it's time to turn our attention from what may be to what will be. More jaw-dropping titles were announced for both Nintendo 64 and Game Boy Color this year than you can shake an ocarina at. Will any of them hit the number one spot on the Power Charts? Will all-new Pokémon Gold and Silver beat out classic Red, Blue and Yellow? Will Dinosaur Planet eat Tony Hawk for lunch? If you have a hunch, write in and let us know!

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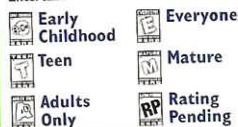


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KIRBY 64™
The Crystal Shards



WAITING TO INHALE

There's no blowing hot air here—Kirby, the ball of fun who tickled players pink with his Dream Land series, has finally landed his long overdue starring role in an N64 game. And it's none too soon, either. Dark Matter has enveloped the planet of Ripple Star and shattered its precious crystal into pieces. Blowing onto the scene, Kirby and his trademark ability to swallow enemies and appropriate their powers must slurp, burp and save the day.













HOUSE OF SHARDS

Plump with bonuses to unlock, multiplayer fun and zany attacks, Kirby 64 is mainly about finding the Shard fragments. By brushing up on enemy, power-up, planet and combo attack info, you'll get the job done. Consider the school of Shard knocks to be in session.





Review any movie sequence you've seen.

Playing Shard to Get

Ripple Star's precious crystal has shattered into Shards that have scattered over six planets. The one-player adventure sends Kirby bouncing through those worlds to pick up the pieces, and finding them usually requires the softy to swallow the right combinations of enemies that'll give him the one ability to pull off the task.



The game features six planets that contain three or four side-scrolling stages. Once you've traveled to the end of a stage (you can always revisit it to find any Shards you've missed), you'll unlock the next stage.

By finishing the game, you'll unlock the Sound Check option. If you find every Shard, you'll unlock Level 7, Dark Star. By defeating the boss there, you'll unlock the Boss Battles option.



Minigames

While the adventure is for one player only, up to four gamers can get in on the action with Kirby 64's trio of minigames. Choose Options on the Select File screen to access them.



You and up to three friends and/or CPU opponents can compete, racing in Kirby's 100-Yard Hop, catching falling items in the Bumper Crop Bump or zapping the floor out from under your rivals in the Checkerboard Chase.





Enemies?!? Gulp!

When you reach the end of a stage in the main adventure mode, Kirby will be poised to pounce on any of a number of bonus-round prizes spread out on a picnic blanket.





As Kirby scans the bonuses, lock him into position by pressing and holding A, then jump for the prize he's facing. If you score a Mystery Card, you'll unlock an Enemy Info file. Access it in Options to uncover the foe's power-up info. If you're dedicated, you'll be able to collect all 81 cards.

Power-Ups

Kirby's biggest talent isn't his knack for being cute, nor is it his vacuum breath—it's the pink air bag's ability to absorb the powers of the enemies he swallows. If the enemy Kirby gulps has one of the seven special powers shown on the right, Kirby will earn that ability.


BURN


STONE


ICE


NEEDLE


BOMB


SPARK


CUTTER





Kirby's not afraid of enemies—he eats 'em for lunch. Press and hold B to suck up an enemy, then press Down on the Control Pad to swallow it. If one of the seven power-up icons appears in the lower-right corner of the screen, it means you've swallowed an enemy with that particular power and you can hit B to use it. To get rid of the power, hit L, R or any C Button.

POWER COMBOS

Once you have one special power, you'll be able to mix it with another power-up to boost your abilities. Hit L, R or any C Button to spit up your current power, which will appear as a star. Hurl it at another enemy with special powers, then swallow the new, more powerful star that appears.





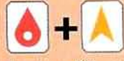

By absorbing the powers of two fiery foes, you can transform into a fireball to charge and char anything in your path.




With the combined powers of Burn and Stone, you can blow your top as a volcano. Use the Control Pad to aim and B to erupt.




To shroud yourself in enemy-damaging steam, blend Ice with a Burn power-up so you'll quickly freeze and thaw yourself.




As a bow, Kirby will shoot flaming arrows. Press and hold the B Button to adjust your aiming angle. Release B to fire.



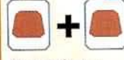

When Kirby has the fireworks ability, rapidly tap the B Button to increase the puffball's pyrotechnics and aerobatics.




Press and hold B to set Kirby ablaze. Use the combo in Stage 2 of Ripple Star to uncover a Shard at the bottom of the well.




Hit B to swing the fire sword. If you tap Up on the Control Pad while wielding the blade and then hit B, you'll throw it.



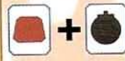

As a rock, you won't be able to jump but you can harm anything you walk into. Shed your geological armor by hitting B.



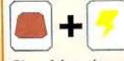

As a curling stone, Kirby will slide in the direction he was facing when he transformed and he'll freeze all foes in his path.




For a bit of drill action, combine a Stone with a Needle. Press and hold B to charge, and release B to launch the power tool.




The dynamite you toss can harm you, so press and hold Down on the Control Pad to protect yourself with a hard hat.




Since it's tethered to Kirby and arcs over him in a devastating sweep, the electro-charged boulder has incredible range.



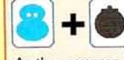

The Stone-Cutter combo will transform Kirby into a random rock critter. Some have special abilities you can activate with A.




Change Kirby from a pink puffball into a white snowball. Packed with powder, Kirby can pack a pow by bowling over enemies.




Lash out five icy prongs as a snowflake. They say no two flakes are alike, but the far-reaching attack looks the same every time.




As the snowman bomb, Kirby will detonate (causing no harm to himself) as soon as his fuse burns down or he touches someone.




When you're refrigerator, you'll spit out health-replenishing food items. Hit B to change back into Kirby and pick them up.




Kirby's pink and at home in the rink, bodychecking enemies on his skates. Hit B to start or stop and A to bust a lutz.




Similar to the Ice-Needle combo, the twin Needle combo has Kirby splaying out spikes, this time like a Swiss army knife.




Pair a Needle with a Bomb to make Kirby explode with spiky shrapnel. Use the Control Pad to position the floating explosive.




Conduct electricity by mixing the Needle power-up with a Spark. Electrified Kirby will zap enemies above and beside him.




Press and hold B to welcome enemies with open, spiked arms, then release B to clamp down on them with a big, bear-trap hug.




Watch out when Kirby shoots his mouth off—the combo will allow Kirby to fire up to three missiles from his mouth at a time.




Transforming into a lightbulb is a bright idea since it will allow you to harm enemies by simply walking into them.




Combine a Bomb and a Cutter power-up to arm Kirby with a short-range throwing star that explodes on impact.




Within the safety of the gyroscopic lightning shield, Kirby can walk sideways, but the force field's radius will shrink.




To get all Darth Maul on enemies, press B to brandish and wield a double-edged light saber. Press Down to put it away.




Two Cutters arm Kirby with a jumbo-sized boomerang. The weapon will pass through obstacles on its round-trip flight.



SHARD WARS

Five of Kirby's six worlds are covered here, and all of their Shard locales are revealed. If it takes a specific power-up or combo to uncover a Shard, the power-ups you must use will appear circled in red in the screen shot's lower-right corner.





Pop Star

The hunt begins on the planet Pop Star. There, Kirby will team up with Waddle Dee, Adeleine and King Dedede. But his new allies will tag along only after he's defeated the Dark Matter that has possessed them.



Before you start trekking to the right to begin your journey, do an about-face and head left. A Star that will get you one step closer to earning a 1-up lies before your starting point. The setup recurs on every stage on Pop Star, so venture left when you start each area.



After crossing the river, you'll reach a gray-and-white checkered ramp. Just beyond it floats the first Shard. To collect it safely, take out the two boomerang baddies before claiming the crystal piece.



Color-coded barricades often hide Shards. Uncover them with a combo containing power-up icons of a matching color scheme. At the black pad in the river, use any Bomb attack to blast it away.



If you don't have a combo to use against possessed Waddle Dee, suck up the stars he emits when he charges into either side of the arena. Spit them at him to defeat him and win a Shard.



If you can't find the ingredients you need to concoct the right power combo for the task at hand, revisit Stage 2 of Pop Star. Every possible power-up appears in the stage's first two areas. Gulp up the items you need, pause the game, then select Try Again to take your combo to another stage.



Collect Stars while cruising on the gondola. When your ride passes over the vertical line of Stars, jump off and follow the trail to a floating Shard. Swoop it up then quickly fly back.



Inside the tree, you'll battle an oversized, pink Bouncy for a Shard. If you don't have a power combo to use against it, suck up the smaller Bouncies and spit them out as ammo.



To win the Shard from possessed Adeleine, inhale her charmed paintings and attack her work. When the struggling artist finally comes after you, squat to kick her if you have no special powers.



The third stage takes Kirby to King Dedede's castle. The king isn't the friendliest bird on Pop Star, but if Kirby can rid Dedede's kingdom of Dark Matter, the regal eagle will become a valuable ally and the newest member of Kirby's ragtag band of Shard collectors.



Since the platform covering the Shard is green, you must combine two green power-ups. Only the megaboomerang produced by two Cutters will enable you to slice through the green barrier.



After you pass Adeleine, you'll reach the foot of a spiral staircase. Before climbing the steps, turn around and face the way you came in. If you fly left above the entrance, you'll find a Shard.



Always try to have a power combo handy wherever you go. You'll fight possessed Dedede for a Shard once you climb the chain, so don't scale it until you're suitably armed.



Every planet (except for Bonus Level 7, Dark Star) has three or four stages. Once you've finished them, you'll battle the planet's boss to earn a Shard. On Pop Star, the resident evil is an apple-spitting tree. Inhale its bad apples, then attack its spiky roots that pop up in your path. When the tree is on its final limb, it'll surrender the Shard.







Rock Star

With his newfound friends, Kirby heads for Rock Star, a crumbling planet that's home to parched deserts, ancient ruins, fossil caves, a UFO site and, of course, a handful of Crystal Shards.



Cactus enemies populate Rock Star's desert, and if you inhale one along with a Stone enemy, you'll be able to throw together a drill attack. Fire it up and charge across the area with your drill in motion to whiz past the burrowing enemies that suddenly pop out of the ground.



Inside the building, one-eyed blocks will drop to the floor if you get near them. But you don't need to sidle up to them anyway—fly above the second block to find a Shard near the ceiling.



You'll win a Shard if you defeat the giant cactus. The plant is a pushover—the real challenge is trudging uphill to its perch. Reach it by jumping over the tiny, tumbling cacti.



Keep your eyes peeled for conspicuous, two-toned surfaces. The brown and yellow stripes outside the sand-flooded chamber mean you should use a Stone-Spark combo on the barrier.



Kirby and company's next stop is the site of the ancient ruins. King Dedede will lend a hand (or wing) in this level, giving Kirby a piggyback ride. Along with Kirby, Dedede will carry a hammer, and you can make him smack away walls and pillars with it by hitting B.



On the ground floor, right in the middle of the dilapidated temple is a Shard. Work your way over the building's roof, then enter the right side of the third floor to claim a crystal prize.



Ascend the triangular staircase inside the building haunted by ghosts. The Shard floats directly below the top of the stairs, so make a quick flight beneath the top step to nab it.



As Dedede, climb the ropes and work your way to the left side of the chamber. Hammer the fire-breathing foe by the ladder, then head to the right to hammer open the Shard's cell.



Before you venture to the right to go spelunking in the cave, head left to refuel with a piece of food. You'll need the energy since the cave's waters require skilled swimming. Let the trails of Stars guide you underwater—if you go off course and dive too deep, you could lose a Kirby.



To access the Shard in the skeleton's jaws, you'll need a Stone power-up. Bring one from another stage, then stand on the brown vertebra and use your rocky attack to blast your way in.



The second Shard is on a branching path. Find the correct fork by taking a tumble down the hole that'll be on your left once you've fallen through the pit in the stage's first area.



In the vertical waterway, swim up while dodging fish and sinking fossils. The dragon skull on the right is the exit, but swim past it to find the Shard at the passage's tippy-top.



It's not Roswell, but Rock Star's sandscape is another desert that plays host to alien conspiracies. A flying saucer has parked in the sand dunes, and its crew has abducted three Shards. Board but beware—the UFO's passengers will try their best to keep you out of this world.



After the elevator takes you aboard the ship, maneuver past the retracting planks to reach the top of the room. From there you can drop into the central sanctum that holds the Shard.



Transform into the lightbulb when you find Adeleine. Remember the three pictures you've shed light on, then press the corresponding buttons in the next room to uncover a Shard.



Put an eye out to win a Shard. Use power combos to defeat the giant peeper. Once you've seen victory against the evil eye, set your sights on the exit at the top of the room.



You can't harm a boss until its pink life bar appears at the bottom of the screen, so you must simply dodge the diamonds' lance assaults until the lift you're riding reaches the top. Once you're there, avoid walking since the diamonds constantly are on the go. Stay put and retaliate with a Needle-Cutter combo.



Aqua Star

As its name suggests, Aqua Star is the water world. Abounding in beaches and oceans, the planet is also where a killer whale hopes to get its jaws around a certain pink windbag.



The first stage is by the seashore, but it'll be no day at the beach. Sure, the bright sun could do a nasty number on Kirby (he does have a pretty pink complexion, after all), but the real hazard is that the hot spot is flooded with enemies of all shapes, sizes and temperaments.



The green happy face balls will spit you to places you need to visit. In the cave, hop into a smiley face to jettison past the devil heads. Just below them is a floating Shard.



Wipe that smile off the grinning enemy's mug by defeating it and winning its Shard. Drop down to the lower level and wage your battle from the safety of the central platform.



Use the Ice-Bomb combo (you'll find both in the penguin cave) to blast the blue-and-black checked floor beneath the tower. Fall into the green ball below to launch into the Shard.



Kirby's still in deep water, but this time it's in a forest river in the dead of autumn. Waddle Dee will give Kirby a lift in a raft, and you'll use the A Button to jump the boat over obstacles. But don't worry about sailing into enemies—they can't harm you in the boat.



By defeating the giant crab, you'll open the exit in the lower-right corner. Just above the king crab's domain is a Shard. Become the volcano to blast away the platform blocking it.



A Shard floats above the second waterfall. Jump as you go over the edge to sail into it. If you miss, pause the game and select Try Again to replay the stage without losing any items.



After ditching the boat, you'll journey on foot, sliding downstream. The third Shard sits at the foot of the final waterfall (a fish flounders in front of it), so double back to get it.



Practice caution in the water. Kirby won't have to wait a half hour after gulping enemies before he can go swimming, but he should steer clear of the green fish that explode. And beware while beachcombing, too. The sand camouflages some enemies, so look for their beady, black eyes.



Drop into the stone spire, then toss a throwing star at the green-and-black mound on the left to uncover a Shard. When you're ready to leave, remove the Star Box and stand in its place.



The left side of the floor breaks away when you win the battle. Since a Shard also appears at that time, avoid standing near the danger zone so you don't fall away from your prize.



Use the Rock-Cutter combo on the matching wall, then stand above the 1-up. Turn into the hamster, then press and hold the Control Pad toward the wall while tapping A to climb to the Shard.



Stage 3 takes place underwater, and you'll have greater control if you dive in armed with a Stone power-up. Transforming into a rock will weigh you down when the current gets too strong, and it's an easy way to sink to the seafloor to dodge the flotsam and jetsam.



The Shard is at the top, but the current that flows to the right may flush you out the exit. To avoid getting washed away, become a Rock-Cutter bird and flutter to the crystal piece.



Swim to the pole, then climb down to the seafloor. Walk to the right toward the floating Shard, then swim up to collect it before the current whisks you out of its vicinity.



The cave's current is so strong that it's flushing boulders your way. The Shard sits in a sunken area, and it's easier to reach it if you're weighed down as a Rock-Cutter rock critter.



When the killer whale dive-bombs, back off since rock debris will shoot out sideways. Suck up the rocks and fish for ammo. Once you've finished round one, swim up before the ground crumbles away. The orca will pursue you on its second wind, so keep swimming up and attacking to win a Shard.







Neo Star

Planet Neo Star is a hodgepodge of environments, taking Kirby and his crew across jungles, caves and canyons and, ultimately, straight into the heart of a raging volcano.



The jungle is laden with camouflaged traps, so take careful steps. A patch where little grass grows indicates sections of breakaway ground. If you stand on one long enough, it'll give way. Most often, you'll fall into a pit filled with spikes, but one trap contains a Shard.



After you cross the pond and pass the floating stump, you'll reach some tree trunks with booby traps between them. A Shard lurks in the trap between the second and third trunks.



When you reach the cliff patrolled by the purple pterodactyl, jump to the opposite cliff and grab the vine. Climb down to claim the Shard, then exit by climbing to the top.



Jump across the tree swings until you spot a suspended, circular stump. Fly to the Shard above it, and avoid landing on the stump or any other round stump—it'll fall from your weight.



In the cave, Waddle Dee will take you for a mine cart ride. As you race along the rails, watch for Waddle's reactions. If you see Dee react with "!" it means there's danger ahead and you're going to need to hit A to jump the cart over an upcoming hazard.



The stage begins with Kirby free-falling through the cave. The first Shard floats by the left side of the cave, so quickly puff up to stop your descent and float your way to the crystal.



As you ride the rails, clear the third jump to land on the upper track instead of the lower one. On the high road, you'll be able to jump into the Shard when you clear the next hazard.



Toss your Stone-Bomb dynamite to blast open the brown-and-black stone wall. Before your explosive detonates, press Down on the Control Pad to don your protective hard hat.



High above sea level, Neo Star's Stage 3 takes place atop skyscraping mesas. Bottomless chasms and canyons separate the plateaus, so make careful jumps and avoid hitting enemies in midair or the collision could send you plummeting countless stories below.



The first enemy you meet in the stage has Needle power, and that ability will crumble the orange slab of ground that hangs over an otherwise unreachable Crystal Shard.



Win a Shard by removing boxes from the stack so the formation resembles Adeleine's painting. To make Adeleine paint a new shape, revisit the area after visiting another stage.



After hopping your way up the mesa pocked by cubbyholes stocked with food, walk to its right edge. By falling into the gap where the Star floats, you'll drop into a Shard.



The volcano is geologically unstable, so rocks will fall from above. Watch for shadows on the ground that indicate where they'll touch down. The very ground you walk on will also move about, breaking away from the mainland to ferry you across the lava.



Hammering away as Dedede, swing at the pillars to clear them out. You can pulverize the lower and top halves of many columns, and a Shard is embedded in one of the pillars' upper reaches.



Rather than using a color-coded power-up to free the Shard stuck in the molten mound, use the power-up that's the polar opposite of lava: ice. Any Ice combo will do the trick.



In the final room, a flood of lava gushes into the chamber, so you must take to the air to make your escape. If you stay to the right as you flee, you'll flap by the last Shard.



The Stone-Spark weapon boasts great range, and it comes in particularly handy against the lava monster. Once you've attacked its lava tentacles, the blob will chase you to the right. As soon as round one is over, jump since the magma monster will liquefy and ooze to the right. Finish it off to win a Shard.







Shiver Star

Your next stop takes you out of the frying pan and into the deep freeze. Shiver Star is the snow world, and it's also the chilly home of a toy factory and a mile-high world among the clouds.



Waddle Dee's always taking Kirby on wild rides, and in the winter wonderland, Kirby's pal will pick him up for a bobsled run. But before you bundle up for the ride, swallow any of the fiery foes at the beginning of the stage since you'll need the Burn power-up to melt a Shard free.



On the bobsled run, jump over the entrance of the second igloo. The Crystal Shard sits atop its roof, so you must race over the top of the snow dome to score the piece.



At the end of your ride, you'll go toe-to-toe with a snowman. Once you've defeated him, use the Burn power-up to melt the ice surrounding the Shard at the top of the igloo.



The frozen lake contains a Shard. Dive into the final crack in the ice (where the spiked enemy is on patrol), then swim to the right through the spiral hill to find the sunken treasure.



You'd think a pillow-soft character like Kirby would feel at home in the puffy clouds, but the sky-high residents aren't very accommodating. Nevertheless, Kirby must visit the unfriendly skies to recover a few Shards, so fall into the hilltop pit at the beginning of the stage to start the journey.



After you've crossed the bobbing pink, yellow and green platforms, jump to the next cloud. If you fall through the hole, you'll land on a lower cloud. Head left to nab the Shard.



Inside the green smiley ball, hit A when its face is aimed in the direction that you want to go. The Shard is in the upper left, while the exit is directly above the central green ball.



Once you've defeated the cloud enemy, a Shard will appear in the yellow-and-orange box in the middle of the arena. The matching Needle-Spark combo is your ticket in.



The opening stretch of the snowbound village seems to have nothing for you to collect, but looks are always deceiving in Kirby 64. Begin the stage by flying high and to the right. Directly above the doorway you'll be able to dine on a health-replenishing sandwich.



In the first room, you'll ride up a series of escalator ramps. Your zigzagging route will lead you to the exit doors in the upper right. Directly across from them, on the left, is a Shard.



If you can exterminate the giant spider, you'll earn another sliver of the crystal. The spider will drop down from its web, but you can avoid it by stationing yourself close to a sidewall.



Adeleine will paint three fruit. In the next room, stand on the corresponding buttons and press Down on the Control Pad to push them. Tap all three in any order to uncover a Shard.



Your final destination on Shiver Star is the toy factory that's more dangerous than fun. You enter via a manhole, but before diving in, jump over the opening and walk to the right end of the area. At the end of the line you'll find some food to bump up your health meter one notch.



Drill the brown-and-orange, X-marked crates. After drilling away the boxes on every level, drop to the lowest blue floor and head to the right to climb the ladder to a Shard.



Drop down the middle of the well so you land on the platform centered in the lava. Ground the firebird, then whip out your light saber to slice open the Shard's cell at the ceiling.



The sidewalls close in on you as you tread across the conveyor belts. The Shard sits on the right side of one of the upper floors, so hustle to nab it, then double back to escape.



Park on the left side of the screen, then fire a Stone-Spark combo at the robot's arms when it swats and claps. After round one, run to the left as the robot transforms into a leftward bound ship. Damage its hull to score the Shard.

Pretty in Pink



Two planets and ten Shards remain. While the fate of Ripple Star is uncertain, it's Crystal-Shard clear that Kirby 64 is a blast. It may not be terribly difficult, but the fun lies in the countless combos and ways you can play.

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—Banjo

BANJO-TOOIE™

THE STARS

Release date: Fall 2000
Starring: Banjo, Kazooie, Mumbo Jumbo
Costarring: Gruntilda, Bottles and the Jinjos and introducing Humba Wumba as the "Best Magic Person in Whole Game"
The Buzz: It may be a sequel, but it's not #2!



BANJO'S BREAKTHROUGH ROLE

BANJO, KAZOOIE AND MUMBO JUMBO are back and better than ever in an all-new action/adventure extravaganza called Banjo-Tooie, the must-see, must-play event of the fall!

Banjo and Kazooie begin their new adventure with all the fur-flying moves from Banjo-Kazooie, and they pick up new moves as the game progresses. Together, the bird and bear learn how to shoot eggs more accurately, how to break things with the bird's beak and much, much more. The two make a great comedy team with plenty of onscreen chemistry, and they give tour-de-force performances.





Kazooie-Tooie is FANTAST... what do you mean it's called BANJO-Tooie? Call my agent!

—Kazooie

MUMBO JUMBO MAKE GREAT ACTION STAR! MUCH PLENTY HANDSOME!

–MUMBO

Fur plus feathers has always equaled fun, but this time around, Banjo and Kazooie aren't joined at the backpack all the time. Tooie allows Banjo, the bear who's done more for yellow shorts than any other major star, a chance to try out some solo work. Banjo can't glide through the air when Kazooie's not there, but he can use his backpack to carry stuff—and even jump inside it himself!

KAZOOIE SAYS IT'S TIME TO SPLIT UP

Kazooie also gets to spread her wings and fly solo in Banjo-Tooie. The breegull babe is not as strong or tall as the brown bloke, but she can fly, flutter and generally catch more air when she doesn't have to pull his weight. She even has some slick wing attacks she can unleash on unsuspecting enemies—as long as they're not too big... Kazooie, the trash-talking toughie, finally shows her feminine side in Banjo-Tooie, and she's hatching up some pretty cool stuff this time around! Her "Hatch" isn't really an attack, but it does come in very handy for our feathered friend.

MUMBO'S MOVIN' ON UP

It's said that there are no small roles, just small shamans, but don't tell that to Mumbo Jumbo. Making the move from bit player to full-blown star, Mumbo Jumbo has taken a lead role in Banjo Tooie. Banjo and Kazooie can switch places with the magic man, who uses his very own Mumbo Pads to cast his spells. The suave shaman makes magic look easy, but what do you expect from someone who can make a fur skirt and a feather headpiece look so fashionable?













Banjo-Tooie is definitely an ensemble piece, and the three leads all work together to make the game something special. Of course, Banjo, Kazooie and Mumbo each have their own special talents, and this game is the perfect showcase for the talented individuals.

When I'm a van I'm gonna be the BEST van I can be. Quit laughing, Kazooie. —Banjo

THE COSTUMES

HUMBA WUMBA'S MAGICAL MAKEOVERS

Newcomer Humba Wumba gives an impressive performance in Banjo-Tooie as "Best Magic Person in Whole Game," taking on the role vacated by Mumbo Jumbo when he moved on to his new action role. She's more confident with her magic than Mumbo ever was, and her magical makeovers turn Banjo and Kazooie into many interesting shapes, including the van, the dinosaur and the buzzingly brilliant bee.

A TRANSFORMING EXPERIENCE

A big-budget blast like Banjo-Tooie always features the stars in an impressive array of outfits and makeup, and Humba Wumba has the wizardry that transforms the pair into a number of fabulous forms. Humba Wumba's costumes don't come cheap—she asks for one Glowbo each time Banjo and Kazooie need a new look. The magical pink creatures fuel Humba and Mumbo's magic, so the bear and bird are always on the lookout for them.

Banjo and Kazooie often need a new look to get into new areas, talk to certain characters, or get past obstacles. Humba always seems to know which outfit will get the bear and bird in the door and talking to the right people. She gives the outfits the right accessories for the job, too, including coins, torpedoes and underpants.









That Humba must be PRE-HISTORICAL! What good is a tiny DINOSAUR? —Kazooie



Thanks to Humba's magic, Banjo and Kazooie are nearly unrecognizable as a bee, van, detonator and dinosaur! Humba Wumba knows a good thing when she sees it, though, so Banjo and Kazooie's signature yellow shorts and backpack complete every look!



The MINIGAMES are MADDENING! Show me the Jiggy already!

—Kazooie



THOSE BOSSES DON'T SCARE ME. THE BOSSES ARE TOUGH—BUT WE'RE TOUGHER. —Banjo





THE ACTION

LIGHTS! CAMERA! MINIGAMES! ACTION!

Banjo-Tooie is loaded with minigame madness. Minigames are not only a great diversion, but they're also very rewarding—each has a special prize, usually of the Jiggy variety. While the minigames often make use of both Banjo and Kazooie's talents together, there are times when just one of the pair plays a game. Other minigames feature an exciting first-person egg-shooting element to the game play, with Banjo using Kazooie's big mouth as a weapon. There are many different kinds of minigames, from kick-ball to dodge-'ems to flying-saucer shoot-'em-ups.

GETTIN' JIGGY WIT THE BOSSES

Big, bad bosses made Banjo and Kazooie's lives miserable back in Banjo-Kazooie, and there are more where that came from in Banjo-Tooie. In fact, the bosses are bigger and even worse than before! Banjo usually needs his birdy buddy with him when he's facing the big bosses, because egg-shooting is often essential to sending the bosses into early retirement. The bear and bird connection must have trained for hours to get their flying, swimming and shooting skills up to the picture-perfect levels they need to defeat the bosses.







MUMBO NOT MINIGAME TYPE. NOTHING MINI ABOUT MUMBO JUMBO! OOMA-NAKA!

—MUMBO

The bird and bear are up to their backpack in minigames and bosses in the action-packed Banjo-Tooie. The script calls for plenty of skill, luck and good, old-fashioned hard work to come out a winner through the challenges.

THE DIRECTOR'S CUT

THERE'S MORE TO ME than just yellow shorts and a blue backpack. I have...uhh...a necklace, too. —Banjo



ALL THAT AND A BAG OF POPCORN

Even more great stuff is in store for the Banjo-Tooie audience. Fan-favorites like Bottles and Gruntilda are back, and you've never seen either of them like this before! New characters like Bottles's brother, drill sergeant Jamjars, the Jinjo monarch, King Jingaling, and the evil Jinjo-impersonators, the Minjos, make this an all-new experience for Banjo-Kazooie fans.

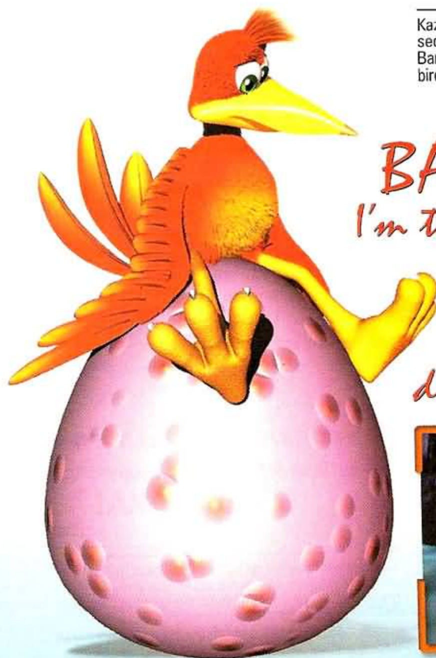
In addition to the new characters, Banjo-Tooie has new eggs for Kazooie to shoot. Ice Eggs, Fire Eggs, Grenade Eggs and Clockwork Eggs open up all sorts of game play possibilities for the Tooie-some. Tack on a mysterious, world-spanning train, secret passages between worlds and plenty of warps to help the furball and the feather-head get around the enormous overworld. It's safe to say that this is the biggest thing Banjo and Kazooie have ever done.

THAT'S A WRAP

Banjo-Tooie's got big bosses, bigger adventure, and even bigger stars. Add to that a too-hot-for-preview-audiences multiplayer mode, suspenseful Jiggy-collecting, and the inevitable Mumbo mania—and you've got a surefire hit!



Kazooie and Banjo are risking it all in their second action-packed feature. Kazooie and Banjo do all of their own stunts—no stunt birds or bears were used!



BANJO-Tooie...? I'm the one HATCHING up something EGGciting, NOT that dumb bear. —Kazooie







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YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



THREE CODES, TWO WHEELS AND ONE REALLY BIG HEAD



Leave it to the sly developers at Left Field to bury a Cheat Menu somewhere in the dirt of Excitebike 64. They hid a Cheat Menu in NBA Courtside 2 Featuring Kobe Bryant, and they've done it again in their rip-roarin' motocross game. To unearth the secret Cheat Menu, simultaneously press and hold L, right C, bottom C and A while viewing the main menu. When the Cheat Menu pops up, type in BLAHBLAH to enable Big Head Mode, SHOWOFF to activate the Stunt Bonus and INVISRIDER to make the bikers perform a vanishing act.



Press and hold L, right C, bottom C and A at the main menu to bring up the hidden Cheat Menu.



Use the Control Stick to type in the codes, such as SHOWOFF, which activates the Stunt Bonus.



Those must be custom-made helmets they're wearing, because those are some jumbo noggins the riders have. At least Big Head Mode doesn't make the cyclists top-heavy.



Make your day at the races even hairier by typing in INVISRIDER. With all of the bikers invisible, you'll never know when your rider is about to lose balance or take a tumble.



I WILL SURVIVE



Activision's funky sequel to Vigilante 8 could have you burning out like a disco inferno, but that's nothing a few cheats can't fix. Activate the game's password menu by selecting Options from the main menu. Choose Game Status, then highlight any character on the flowchart. If you press the L and R Buttons at the same time, a place to enter passwords will appear at the bottom of the screen, right below the character pictures. Type in any of the codes below, and be sure to include spaces where necessary. If you hear someone shout out "Funky!" you've correctly entered in the code and you'll be ready to boogie-oogie-oogie.

CODE	RESULT
ELBICNIVNI	INVINCIBILITY
HI CEILING	LIGHTER VEHICLES
LLA DORTOH	MAX STATS FOR ALL VEHICLES
LLA KCOLNU	ALL CHARACTERS



We always knew that little four-wheel drive wagon had it in it to be invincible. Beneath that simulated wood grain exterior, there actually may be some bulletproof material thanks to the ELBICNIVNI password.



To deactivate any cheat, you must reset your N64. But with a code like LLA KCOLNU that gives you the keys to every vehicle, why would you want to?

For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS  CONTROL PAD   BIG CHEAT  WACKY  HOT  JUST FOR FUN  SENT BY READER

CyberTiger

HIDDEN CHARACTERS



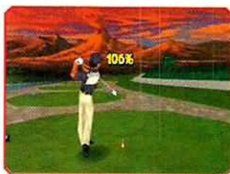
You've got to admit that tiger stripes and leather are much cooler than argyle. To unlock CyberTiger's snazzier-looking golfers, edit any character's name to one of the code names listed below.

CODE	RESULT
BRAT	BOBBY
CYBERTW	TW FAN
DELVIS	BIKER CHIP
ICE	ROBERT
INSTYLE	CINDY
GOLDDGR	FESTUS THE GHOST
LILTIGER	LI'L TIGER (NEW OUTFIT)
MARKO	LI'L MARK (NEW OUTFIT)
PRODIGY	LI'L TIGER (NEW OUTFIT)
RAPPER	KIMMI
RETRO	STARR
SAFARI	TRACI
TIGERRRR	BENGAL (STRIPED TIGER)
UFO	MARVIN THE ALIEN
WILLI	EA GAMER



VOLCANO COURSE

Hot enough to melt the spikes off your golf shoes, the Volcano Course is the hidden fairway where water hazards are replaced by beds of magma. Rename your golfer "Sthelens" to take a stab at the links of lava.



Disney's Tarzan

SWINGIN', BABY, YEAH!



Now here's a code worth beating your chest over. Access the hidden Cheats section (first revealed in Volume 132) by pressing the Control Pad Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down and Down at the main menu. Scroll to the bottom of the screen, select Cheats, then press left C, right C, top C, bottom C, left C, right C, top C and bottom C.



After entering the codes, pause your game and select Cheats to give yourself bonuses like All Letters and Infinite Lives.

Road Rash 64

EASIER RIDER



For assaultive cycling made more psychotic, tap in the top secret sequences at the main menu. You'll hear a blip if you've entered in the code correctly.

CODE	RESULT
L, L, L, L, R, R, R, R	ATTACK WITH DOUBLE DAMAGE
L, L, R, R, L, ▲, ▶, Z	ATTACK WITH QUADRUPLE DAMAGE
▶, ▶, ◀, ◀, L, Z, ◀, ▲	DISPLAY DEBUG INFO



ALL WEAPONS

To head out on the highway with a full arsenal of weapons, including a tire iron and nunchakus, head to the main menu and tap top C, top C, top C, top C, bottom C, L, left C and Z. Because, really, sometimes a spiked club is just boring.



DUKE NUKEM ZERO H:ØUR

A DUKE FOR ALL OCCASIONS

Duke Nukem: Zero Hour's multiplayer mode is a blast, but wouldn't it be better if you could dress Duke up for the occasion? Dogtag Duke. Battle Dress Duke. Evil Duke. Posh Duke. Ginger Duke. Fun 'n' Sun Malibu Duke. All of those outfits (except for those last two) along with some female, lizard and pig characters will be available if you punch in the following codes at the title screen after "Start" appears. You can enter multiple codes when the title screen appears, and you'll hear a horse whinny if you've successfully unlocked a set of characters.

CODE	RESULT
L, L, ↑, ↓, R, B, A	POSH DUKE, BATTLE DRESS DUKE & DOGTAG DUKE
→, B, ←, L, A, Z	EVIL DUKE, CUSTER, RIPPER & X-TERMINATOR
B, B, B, R, ←, A	MARSHALL, SHERIFF, SQUAW, SURVIVOR & KIMBERLY STROKES
↑, ↓, B, A, A, ←	MARINE & SERGEANT
B, A, A, R, L	PIG COP, RIOT PIG, ROAD HOG, WAR PIG, COWBOY GRUNT, SAVAGE GRUNT, SOLDIER GRUNT & CAPITALIST PIG
A, L, R, ←, B, ↓, ↑	ENFORCER, ENFORCER CAPTAIN AND BATTLE ENFORCER



What, you thought Battle Dress meant Duke would be donning a camouflaged gown? At ease, soldier!



The codes will allow you to play as Duke's enemies, including a variety of porkers. Just don't get blasted into bacon bits.

NUCLEAR STRIKE 64

LOOK WHAT THE WINCH DRAGGED IN

Swoop up an advantage by flying into the Options section of Nuclear Strike 64. Select Codes, then enter in one of the cheats. Stealth Mode is particularly handy for recon runs, since enemies won't notice you flying overhead (you can't fire at them in this mode, though).

CODE	RESULT
DRWCV	INFINITE FUEL
FCQWH	INFINITE AMMO
GZXCV	LEVEL SKIP
HLNRV	DEBUG MENU
JYMNT	STEALTH MODE
KPLYQ	INFINITE ATTEMPTS
LLMMNN	DOUBLE MPG



CRUISIN' FOR MORE BRUISIN'

If you're just itching to take a few swings at Akuma or M. Bison, battle them right off the bat by selecting Arcade Mode. Pick Manual or Auto, then press and hold A and B until the match starts to duke it out with Akuma. For more abuse, press and hold A, B and Select instead to face off against beefy M. Bison.



As soon as your opponent's home country appears, press and hold A and B or A, B and Select until the match begins.



Depending on what buttons you have pressed, you'll take it to the streets with either Akuma or M. Bison.

Your secret's safe with us. Send your codes to

NBA Showtime: NBA on NBC

WHITE SASQUATCHES CAN'T JUMP?



Most of Midway's sports games (as well as its Mortal Kombat games) use the same system for entering codes, and NBA Showtime is no exception. When the Vs. Screen appears right before the tip-off, press the Z, B and A Buttons the number of times that's listed for the code you're activating, then tap the Control Pad or Stick in the indicated direction. Whenever you tap Z, B or A, you'll change one of the three symbols in the lower-left corner of the Vs. Screen. For example, by tapping Z twice and B and A zero times, the corner display will show an "A" and two Midway logos. If you follow up by tapping Right, you'll activate the Big Heads Code. (If you're really perceptive, you might have noticed that this code appeared on a fan's sign in the background of the NBA Showtime: NBA on NBC magazine ads.)

DESCRIPTION	Z	B	A	PAD/STICK
ABA BALL	2	3	2	RIGHT
BIG HEADS	2	0	0	RIGHT
SHOW HOT SPOTS	1	0	0	DOWN
SHOW SHOT %	0	0	1	DOWN
NO HOT SPOTS	2	0	1	UP
TEAM UNIFORM	4	0	0	RIGHT
HOME UNIFORM	4	1	0	RIGHT
AWAY UNIFORM	4	2	0	RIGHT
ALTERNATE UNIFORM	4	3	0	RIGHT
TOURNAMENT MODE	1	1	1	DOWN



Tap in the Controller sequences while viewing the Vs. Screen. Enter in as many codes as you can before the game starts.



Hey! Who's been messin' with the ball pump? Oh, wait. That's just the good ol' Big Heads Code in action.

 TEAM MASCOTS

To play as one of the furry or feathery mascots (they don't even have to play for their own team), select Enter Initials before starting your game. When "Enter name for record keeping?" appears, answer yes, then type in the appropriate name and PIN to activate any of the mascots for the hometowns listed below.



DESCRIPTION	NAME AND PIN
ATLANTA	HAWK 0322
CHARLOTTE	HORNET 1105
CHICAGO	BENNY 0503
DENVER	ROCKY 0201
HOUSTON	TURBO 1111
INDIANA	BOOMER 0604
MINNESOTA	CRUNCH 0503
NEW JERSEY	SLY 6765
PHOENIX	GORILA 0314
SEATTLE	SASQUA 7785
TORONTO	RAPTOR 1020
UTAH	BEAR 1228

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.

Konami strikes again with its 2000 edition of ISS. And here's the kicker: Even the roughest soccer hooligan will love it since the N64 shootout piles on more realism, fancy footwork and killer audio than before.

INTERNATIONAL SUPERSTAR SOCCER 2000™









LOOK, MA—NO HANDS!



With International Superstar Soccer 2000, the road to the Cup can be short and sweet or long and grueling. The two-player game features spot-on running commentary and several modes of play. Pick any path—the journey is sure to be filled with awesome animations, rambunctious crowds and heated action.



Jump right to the frenzy of penalty kicks in PK Mode or prepare your team for the season with four different training sessions.



Play in a league with up to 32 teams from around the globe or enter one of the two Cup tournaments: International and Euro.



Over 15 pre-programmed game scenarios will test your nerves in clutch situations. Can you score with the clock ticking down?



FEET DON'T FAIL ME NOW

SCORING MADE EASY

To some people, soccer appears to be a bunch of guys chasing after a ball. But as true fans know, every goal is precious and requires patience, teamwork and strategy (and maybe a touch of dumb luck). If you plan to beat the best and win the Cup, you'll need to learn how to score.

SERVE UP HIGH CROSSES



One of the most basic strategies is to give the ball to a player on the wing and send him up the side of the field as his teammates converge toward the middle. Loft the ball high into the air and in front of the goal, and hope that someone can knock it in.

THREAD THE THROUGH BALL



Another basic strategy involves using the thread pass to set up open opportunities at the goal. The idea is to lure several defenders toward the man with the ball as teammates race ahead. Thread the ball through the defense and watch a teammate kick it in.

CONNECT QUICK PASSES



Unless a slick ball handler is alone in the open field, no player should have the ball for very long. Keep the ball moving with lightning-quick passes and confuse the defense. Just be sure not to "pass" up a clear opportunity at scoring a wide-open goal.

KICK OUT FOR LONG SHOTS



Oftentimes your player will be stuck on either side of the goal without a high-percentage chance to score. Kick the ball back to one of the midfielders for a long-distance attempt. If you've managed to attract some defenders, the play could be a success.

MASTER SET PLAYS



Free kicks and corner kicks present excellent opportunities to score goals. Practice various set plays, positioning your strongest shooters at strategic points. A well-executed set play could make the difference between an upset victory and a crushing defeat.

PUT THE "D" IN "DEFENSE"

As the typically low final scores indicate, soccer is all about defense. One goal could be enough if your team is strong defensively. The tendency in soccer sims is to rush the ball and try to knock players down. But there are better strategies that will help underdog teams succeed.

ANTICIPATE THE LONG PASS



Instead of charging toward the player with the ball, sit back and anticipate where the ball is going to go. Scan the field and look for the open player most likely to receive the next pass. If you're too anxious, the opposition will easily glide past you.

WATCH THE EBB AND FLOW



Always know the score and the time left in the game. If your squad is weak offensively, get a quick lead and then drop back to protect it. If you're significantly behind late in the game, make a strong offensive push. Be aware of how the other team is reacting.

STAY ON YOUR FEET



Making a dramatic slide across the grass to steal the ball is undoubtedly fun, but you'll be more effective if you stay on your feet. If you slide and miss, you'll take a defender out of the play. Try to get in front of the ball handler and block a pass or shot.

HOLD ON TO THE BALL



Always remember that soccer is about defense. Don't become greedy and try to run up the score—you could get burned and soon find yourself in a tie game. There's no need to be aggressive with a late lead. Pass the ball around and chew up the clock.

A SPOT OF VIOLENCE



There may be a few exceptions to the rules. Sometimes an opposing player will have a free break toward the goal, in which case you'll want to trip him up from behind and risk getting penalized. Keep in mind, such a move could fire up your opponent.

THE WORLD AT YOUR FEET



ISS 2000 boasts teams from over 70 different countries. While every player is fictional, each sports individual strengths and weaknesses just like the pros. Know your players' talents to keep the ball rolling, and play off your opponents' vulnerabilities to get a leg up on the competition.



Vary the competition by setting up a custom season. There is no league license, but the teams play as they would in real life.



In Preseason Mode you can handicap teams by adjusting the skill, motivation, number of players and ability of the goalkeeper.

BRAZIL

AT 97
DF 96
AL 97

#09 Roddard SK 95
#18 Flavio WB 93

Brazil could be considered the powerhouse of the group. The team is loaded with quickness and great ball-handling abilities. Roddard is a possession master with a strong leg, and Flavio is a speedster who will makes things happen on the wings.

CROATIA

AT 89
DF 90
AL 90

#09 Sugen SK 90
#03 Jaani WB 89

The gutsy Croatian team has enough options on the field to compete with the best of 'em. A bunch of strong-shooting midfielders will give fits to opposing defenses. Sugen is a veteran who knows how to find the net, and speedy Jaani has mastered passing.

DENMARK

AT 90
DF 88
AL 89

#10 Sorenson WB 83
#01 Schubaker GK 92

The outstanding goalie, Shubaker, is the heart and soul of the team. Denmark is a defense-oriented club with solid passing skills. Helburg and Sorensen will provide the offense, but after a goal, Denmark should drop back and focus on holding the lead.

ENGLAND

AT 92
DF 95
AL 94

#10 Owen CF 91
#07 Begham OH 91

There aren't many weaknesses on Team England. Martin is an incredibly steady goalkeeper, Owen has quick feet and an excellent shot, and Begham is an accurate sniper who can score from anywhere on the field. Great defense enhances the powerful group.

FRANCE

AT 94
DF 96
AL 95

#09 Annelgar CF 93
#10 Shiden OH 94

Team France is stacked with gifted players, including the multitalented Shiden, who can take over a game by himself. Annelgar and Biran add more power, while Barquez protects the goal. The defense is solid, and the back line is nearly impenetrable.

GERMANY

AT 94
DF 97
AL 96

#09 Beerbob CF 91
#01 Gahn GK 91

Another powerful team, Germany, is among the best of the bunch. And they have the most creatively named player: Beerbob. He's a great scorer with a powerful leg. Gahn is a reliable goalie who supports a solid defense. The team also has stellar passing.

HOLLAND

AT 96
DF 96
AL 96

#09 Cryhardt CF 93
#16 Davitz DH 93

With an overall score of 93, Davitz is one of the best players in the game. He can do it all, and he can last forever thanks to incredible stamina. Cryhardt is also an amazing scorer, making this team an offensive force. The defense is solid as well.

ITALY

AT 93
DF 97
AL 95

#05 Cannabro ST 94
#17 Pirelli CF 93

Italy is yet another nearly unstoppable team. Relentless defense makes this a frustrating group to play against. The Italians don't have a starter ranked below an 83! Cannabro and Pirelli are the main scorers, and Buonne is the best goalie in the game.

SPAIN

AT 88
DF 92
AL 90

#10 Raoul SK 90
#15 Penrique OH 90

If you want a perfectly balanced squad, look no further. A solid goalie, lots of speed, powerful scorers and a strong defense can all be found here. There's no superstar, but Spain has a load of well-rounded players. Raoul and Penrique are the scorers.

YUGOSLAVIA

AT 91
DF 86
AL 89

#16 Mikivich CF 90
#10 Stokvich OH 89

After examining England, Germany and Italy, you may think Yugoslavia looks weak, but don't be fooled. Mikivich can score at will and Stokvich is a master at feeding him the ball. That dynamic duo helps make up for the team's lack of speed and defense.

TROUBLE'S AFOOT



The Scenario Mode is made for those who like to get themselves into trouble and then find a way out of it. Sixteen different scenarios throw you into dramatic endings of tight games. Use these tips to succeed and rank in each scenario, and remember, the more stars, the tougher the match.

SCENARIO 1 — ENGLAND 0, SCOTLAND 1



Scoring against Scotland's nasty defense makes this scenario more difficult than it appears. You start the scene with an advantage—Begham preparing for a free kick. Move him to the right and aim for the lower left of the goal. If he misses, you'll have to start over.

SCENARIO 2 — ITALY 2, DENMARK 3



What's this? Italy has surrendered the lead at home? No fear, 2:37 is more than enough time for the Italians to make a comeback. Replace Passho and Alberto with Tocchi and DiFranco. Try to score quickly on the corner kick then put on a strong offensive push to win.

SCENARIO 3 — GERMANY 0, TURKEY 0



A seemingly easy scenario could become difficult if you botch the corner kick with under a minute remaining. Still, Germany is incredibly talented and should be able to score on Turkey at will. Consider replacing Newell and Deissler. Also, long passes work with Germany.

SCENARIO 4 — UKRAINE 0, FRANCE 0



Ukraine is set to take the lead with a penalty kick unless your goalie can make an amazing save. Chances are, Ukraine will score and you'll have to use France's blazing speed and impressive talent to knock home two goals in less than a minute! Get the ball to Bey.

SCENARIO 5 — SPAIN 2, CYPRUS 3



With 30 seconds remaining and Spain down by one, a comeback seems unlikely. But for some reason, Cyprus will continually tackle any player who dribbles into the middle of the field, which gives Spain great opportunities for set plays and a chance to win the game.

SCENARIO 6 — YUGOSLAVIA 2, CROATIA 2



The score is tied with a few seconds remaining, but Yugoslavia's goalie can't seem to stop anything, which makes this an easy scenario to win. Croatia starts with the ball and should score effortlessly. But don't get comfortable—your defense is not the strongest.

SCENARIO 7 — HOLLAND 5, BELGIUM 5



If you're looking to jump to the final seconds of a tied match, this is the scenario for you. Belgium has a corner kick with just a few ticks left in overtime. Play tough defense, then get the ball to Cryhardt, who has the best chance of leading the team to victory.

SCENARIO 8 — URUGUAY 0, BRAZIL 3



Down by three to Brazil in the second half, Uruguay doesn't seem to have a prayer. But before ignoring this scenario completely, consider the fact that Brazil is a bit too comfortable and not playing with much motivation. The stage is set for a stunning comeback!

SCENARIO 9 — WALES 0, ITALY 4



Forget that talk about a stunning comeback, it's not going to happen in this scenario. Italy's defense is like a brick wall, and if you do happen to sneak through, the Italian goalie will perform acrobatics to block your shots. Nonetheless, it's fun to try.

SCENARIO 10 — GREECE 0, NORWAY 2



There's not much time left in the game, and you need to score three goals fast. Switch to a 1-4-5 formation and make a charge. Greece has several bench players waiting for action, including Tsargia, Franceco and Niclodus. Norway's defense will be tough to penetrate.

SCENARIO 11 — SWEDEN 0, ENGLAND 0



Beckham has been pulled from the game with one minute remaining, leaving Owen as England's main weapon. You have the option of either replacing the exhausted Schubert or hoping he has enough in the tank to win the game. Prepare to defend England's long kicks.

SCENARIO 12 ROMANIA 1 PORTUGAL 1



With 13 seconds remaining, underdog Romania is set for a free kick to take the lead. Switch to an offensive formation and sub in Celius and Mibatza. Use quick thread passes to move the ball toward the goal. Portugal's defense will try to keep the score tied.

SCENARIO 13 CZECH REP. 1 HOLLAND 1



There isn't much time left for the Czech team to score, but the Dutch defense is disorganized and can be taken advantage of. Block the opening free kick and move the ball downfield for your best opportunity to take the lead. Use quick passes when on the attack.

SCENARIO 14 BRAZIL 0 AUSTRALIA 0



This game seems like a mismatch, but the Brazilians are missing some key players. Even so, you'll be going up against a tough defense and you'll need to switch to a more offensive formation. At the same time, don't let Brazil sneak ahead for the winning goal.

SCENARIO 15 UKRAINE 0 SLOVENIA 0



After fighting through a bunch of grueling scenarios, this one will be a piece of cake. Bang home the opening penalty kick to take the lead, then drop back into a defensive formation and prevent Slovenia from tying the contest. The snow will help slow them down.

SCENARIO 16 BRAZIL 2 ARGENTINA 0



The final scenario is one of the most difficult. Brazil is healthy and dominating Argentina. On the opening free kick, try sneaking a pass to the right for an easy score, or blast through the wall and charge the goalie. Then all you have to do is score two more times!



THE GAME BEHIND THE GAME



QUALITY CONTROL

As we've eluded to already, massive amounts of strategy and preparation go into each battle on the field. If you play on the more difficult levels, you'll need to know the ins and outs of each and every club, including your own.



Watch the moods of your players, particularly the captain's. His mood could affect the team as a whole. Remove players who aren't ready for an intense game.



The standard formation is a 4-4-2, but there are times when you'll need to make an offensive push or drop back and play heavy D. Be aware of the score.



Corner kicks and free kicks present great opportunities to use set plays and score easy goals. Take advantage of the in-game coaching options whenever possible.

THE PERFECT PLAYER?

Unfortunately, your customized player will be far from perfect. There is a limited number of points allotted for each new creation. Still, you can build quite a machine by distributing the points equally among the various categories. His ranking will likely be in the range of 80-85.



The player customization feature is not very deep. You can choose a face and shoe color, which won't satisfy those who have enjoyed variety in other games.

GOOOOAAAL!

International Superstar Soccer 2000's lack of a league license may turn off some diehard soccer fans, but the inclusion of editable players makes up for the shortcoming. The bottom line is that ISS 2000, with its smooth animation, tight plays, seamless commentary and fierce CPU competitors, delivers all the realism you'll need to get your kicks.

SUPER BOWLING™

EVERYONE E CONTENT RATED BY ESRB

THE SURPRISINGLY INTENSE AND SLIGHTLY PSYCHEDELIC SUPER BOWLING FOR N64 HAS CROSSED THE SEAS AND ARRIVED IN AMERICA, COURTESY OF ATHENA AND UFO INTERACTIVE. MAKE NO MISTAKE, THIS GAME IS NOT FOR AMATEURS.





When you think of bowling, you might imagine a row of lanes crowded with league players and stumbling beginners. But Super Bowling has its roots in Japan, and, as a result, it looks and feels more like an RPG than a sports sim. There's a cast of colorful characters, an eerie soundtrack and several visually impressive lanes. At the same time, the physics of bowling are accurately replicated, and the game is endlessly challenging.



IT'S TURKEY TIME

Ever been jealous of the flawless bowler in the next lane who clears the pins on every roll? Ever wanted a turkey to flash on your screen, signifying that you've nailed three strikes in a row? After a frustrating night at the lanes, Super Bowling could be just what you need. With several intriguing modes of play and smooth animation, you'll be hooked in no time.





HIT THE LANES

In this game, practice really does make perfect. Repetition and consistency are crucial to success in bowling. Make use of the Practice Mode to experiment with various speeds, spins and ball weights. It's also a good way to adjust to different lanes.



Adjust the target spot by moving the arrow that's in the middle of the lane. It determines the direction of your throw. Select the release spot by moving the arrow at the front. Try different combinations until you find the right one.

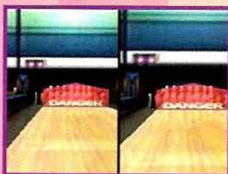
PARTNER UP

Multiple players can join in the fun without plugging in additional Controllers. Team Play allows each bowler to complete a game and adds their scores together. Doubles competition forces teammates to switch between rolls. You can also play on two lanes if you have extra Controllers.



FAST AND FURIOUS

Versus Mode is a race against the clock. Knocking down pins will restore your energy and save your life. As the time ticks away, a danger line moves down the lane. Good rolls will add more time and push the danger line back. The player who can survive the longest wins.



GOLF + BOWLING = MADNESS

STROKE PLAY

Watch for flying bowling balls and hit the deck if someone yells, "Fore!" Okay, so there are no clubs, no grass, no flags and no flying bowling balls. But golf bowling is still fun. A series of pins are set up on each hole, and every roll counts as a stroke. In Stroke Play, all strokes count toward the final score and the player with the lowest total wins.





MATCH PLAY

In Match Play, each hole counts as one point and the player who wins the most holes takes the entire match. Needless to say, the mode requires more than one player. When playing against the computer, choose the Double Lane option and watch how your opponent approaches each hole before you take your turn. If the technique works, try duplicating the successful roll.





SPARE PARTS

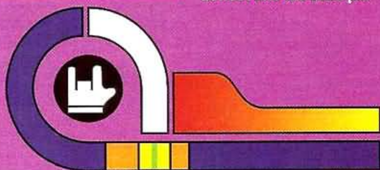
The ability to knock down a difficult spare separates the great bowlers from the average bowlers. In Challenge Mode, you have five chances to clean up ten different splits. There are eight possible configurations. Each time you fail, one ball is taken away. The game ends after you've lost all five chances or completed the ten frames. Use these tips and meter settings to collect various spares.

BABY SPLIT





The baby split can be located on either side of the lane. Move the release spot to the opposite side of the pins and try to knick the outer edge of the first pin. If the angle is right, the ball should deflect into the back pin.

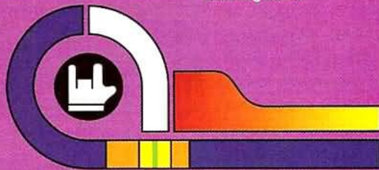


BUCKET





If the bucket is on the left, shoot a straight ball at the left side of the lead pin. A right-hand bucket is even easier—load up a straight shot at the center of the number three (front) pin. They'll all come tumbling down.

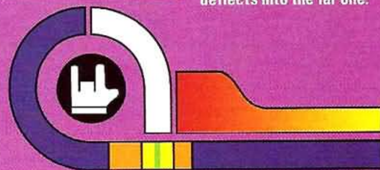


CHRISTMAS TREE





This looks like a difficult combo to pick up, but it's nearly identical to the baby split. Once again, clip the lead pin on the outer edge. The ball will carry into the corner pin while the front pin deflects into the far one.

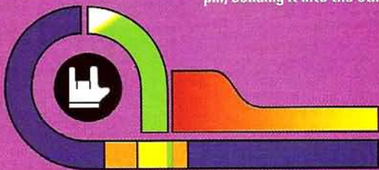


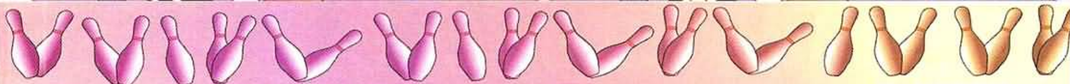
7-10 SPLIT





Hope you've been practicing that curve ball. The 7-10 split is a classic that many bowlers fear. Release from your strong-handed side of the lane. The ball needs to knick the outer edge of one pin, sending it into the other.





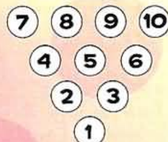


HOOK Putting a good curve on the ball can bring your game to another level, but without practice you will hardly be able to control throws.

POWER Rarely is power an essential part of the game, but it comes in handy when you need to deflect pins. Accuracy might be sacrificed.

ACCURACY This is by far the most important aspect. You need pin-point control to get spares. Don't use hook if it hurts your accuracy.

PIN NUMBERS

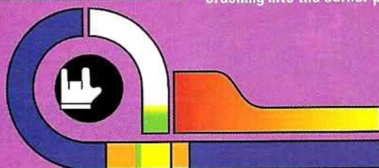


CINCINNATI





This is a nasty little split that will leave you cursing. Aim for the outer corner of the middle pin. With the right angle and enough spin, you'll send the middle pin flying across the lane and crashing into the corner pin.

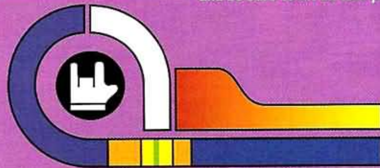


FENCE





When the fence is on the left, aim between the lead pins. The number two pin will be responsible for knocking over the four and seven pins. For a right fence, move the release point to the left and be sure to hit all four pins.

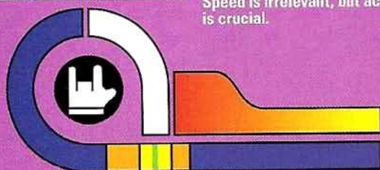


DOUBLE WOOD





Also known as the sleeper, this is one of the easiest spares to pick up. Use a straight ball and make contact with the front center of the lead pin, which will carry into the back pin. Speed is irrelevant, but accuracy is crucial.

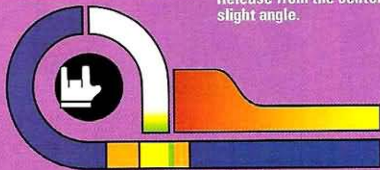


MAKING IT FIT





This simple split can turn out to be quite a headache. There is no way to fit the ball between the two pins without touching at least one, but the trick is hitting both simultaneously. Release from the center with a slight angle.





STRIKE A POSE

The characters in Super Bowling look as if they took a wrong turn in Final Fantasy and ended up at a bowling alley. There's a muscular hero, a damsel in distress, a winged elf and several others. Each has a set of strengths and weaknesses, and you'll want to pick your favorite and stick with him or her. Most notably, the accuracy bar moves at different speeds for each character, which makes it difficult to jump from one to another.



Ball weight 6-16 pounds

In general, use a heavy ball when clearing a bunch of pins with a straight power swing. Select a light ball if you plan on giving it a lot of hook. Of course, each player will have varying degrees of success with different weights.

Hiro the Bowling Hero

Hiro is a stout, right-handed bowler whose strength allows him to clear the pins even when his release isn't perfect. His back swing is steady, making it easy to adjust to his accuracy bar. Use less curve and more power with Hiro.

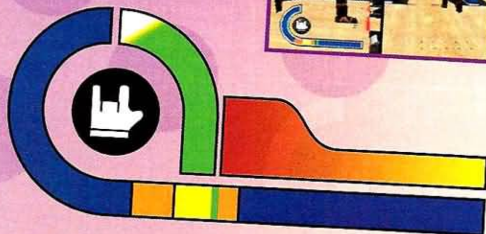




Alpha the Bowling Beauty

This crafty lefty may not have as much power as her male counterparts, but she uses her curves (and we're talking about the hook on her ball!) to make up for a lack of strength. Her accuracy bar moves slightly faster than Hiro's.





NEW PLACES, NEW FACES

Acquisition Mode allows you to bowl against new characters in bizarre locations. Any player you defeat will be unlocked. There's an athletic penguin who bowls on ice, a bulky monster who plays in a dark dungeon, and four other distinctive personalities.

Curious Creatures





Loco lanes





THE ELUSIVE 300

Each location has its share of complications. For example, the ball is difficult to control on the ice and the pins are not visible in the river or in dark lanes. If your goal is to roll a perfect 300, take one of the powerful bowlers, such as Hiro or Dot, and head to the river. You'll be sending the ball off a cliff, but the gutters are replaced by walls that allow lots of ricochet. Aim straight with a fractional amount of spin—you'll get a strike every time.

The World Is Not Enough 007™

BOND IS BACK

In preparation for your next mission for Her Majesty's Secret Service, MI-6 has developed the following risk assessment in conjunction with EA Games. Pay attention, 007.

Greetings, Commander Bond...

As you know, MI-6's internal research department has been tracking the activities of Eurocom, a British software developer on the brink of unveiling a new espionage simulation for the N64. Code-named "The World Is Not Enough," or TWINE, the program promises to immerse users in realistic environments from a first-person perspective. Given that the game is based on your own experiences in the field, M has assigned you the task of beating this simulation. Reliving your close shaves with the Reaper may give you pause, 007, but you will also get a second look at the exotic locales and beautiful women you've "encountered." Once again, the target is Renard. Terminally ill as the result of a bullet lodged in his brain, the murderous anarchist is hoping to leave his mark on the world by detonating a nuclear warhead off the shore of Istanbul. You'll need to negotiate more than 20 mission stages before you'll be able to neutralize the threat. We hope you appreciate the need for caution as you tackle these multiple-objective scenarios. Some of them require the utmost discretion and stealth, while others demand speed and firepower. This is Teen-rated action, Commander Bond, so gratuitous violence and gore will not be tolerated. Report to Q-branch for your Game Pak and mission gear...





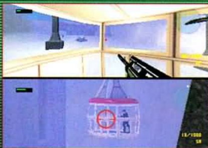
License to Compare

MI-6 mission analysts have anticipated your first question: How will this new challenge compare to your prior exploits in GoldenEye? Rare's revolutionary first-person shooter offered stealth and detailed objectives in a genre that up to then had been little more than run-and-gun game play. Our surveillance of Eurocom Vice President Michael Condrey indicates developers of the new game are fervently working to equal or surpass the N64 classic. TWINE is loaded with the stealth elements that characterized the earlier game, even taking them a step beyond with sneaky new technologies like Night Vision Goggles and X-Ray Glasses. Don't worry, Bond, you'll still have ample opportunity to perforate the scenery with bullets. Just be careful of who gets in the way, or you'll have to scrub the mission. There will be no excuse for "collateral damage"—Eurocom's claims that the control interface and frame rate in the game will be responsive and lightning fast have been verified. The adjustable controls allow for the classic GoldenEye control scheme, Turok-style movement or a custom set-up. GoldenEye also managed to capture the look and atmosphere of the actual mission locations in your search for 006. Eurocom has plans to hurdle that benchmark with dynamic lighting, game-play-generated cinema sequences and high-resolution graphics. Of course, the major test for TWINE will be the multiplayer mode. We know you regularly spend hours mopping the floor with 008 in GoldenEye's Facility. Be advised—the Eurocom designers are looking to lure you away with a selection of diabolical arenas. Sky Rail will take you and your opponents to a ski lodge in the Alps, where moving gondolas provide excellent perches for sniping. Field of Fire puts you in the eerie Devil's Breath caves, lit by smoldering fires. The wildest multiplayer test will be a death-defying battle in the stratosphere. Jump between two jets as they hurtle through the sky. You can battle inside the planes or even on their wings. I don't want to hear any comments about realism from you, 007. Remember Moonraker? Right, then...feel free to build whatever scenario you want with customizable bots, weapons selections and special challenges like Golden Gun Mode.



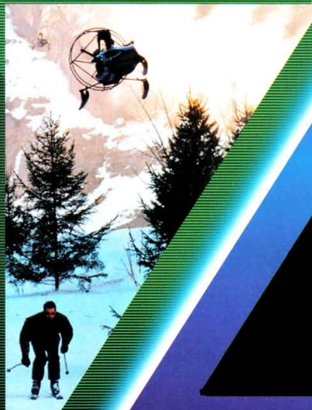












Don't Touch That, 007

Where would you be without Q-Branch, Bond? Quietly decomposing, most likely—or at least walking with a very bad limp. You've always relied on Q's ingenious gadgets, from laser watches to jet packs, to help you out in a pinch. Cunning will get you only so far—after that, you'll need a car that can launch surface-to-air missiles. The World Is Not Enough will give you such a car, and so much more. From rocket-propelled boats to pocket Fingerprint Scanners to wrist-mounted grappling devices, the big brains in Q-Branch have thought of all your counterespionage needs. The X-Ray Glasses will allow you to spot concealed weapons and the occasional pair of knickers worn by your enemies. When you put on MI-6's advanced Night Vision Goggles, you'll be able to skulk through the darkness with confidence. Of course, we can't forget the guns. You'll have access to a full range of weaponry, including your trusty automatic, sniper rifles, grenade launchers, .44 caliber revolvers, satchel charges, antitank missiles, sticky bombs and—the ultimate conversation ender—the Watch Taser.











Spies Like Us

You'll see some familiar faces when you begin to walk through the virtual environs of TWINE. Don't worry, 007, you don't owe any of them money. The designers at Eurocom have created remarkably convincing texture maps of the key players from your mission to stop Renard, including Electra King, Christmas Jones, M, Q, Money Penny and more. Instead of getting valuable mission information in text form, as you did in GoldenEye, you'll interact with characters in the game. There are nearly 500 lines of recorded dialogue so try to listen for one. It won't be like some boring mission briefing. Many of your conversations will take place in the warm glow of gunfire. Eurocom also promises that you'll get several chances to turn on the charm with the comely beauties who seem to appear everywhere you go—or is it the other way around? By the way, the developers have asked that you please stop stuffing their suggestion box.





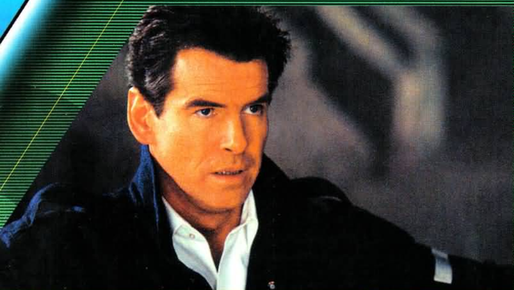


Plenty O' World

TWINE will send you on a passport-abusing jaunt across the globe, starting right here in the kingdom by the sea. We've finally cleaned up the mess from when you brought that exploding money into the London office. The game will give you a chance to try again. Maybe you'll do it right this time—not bloody likely. The odds are you'll have to chase terrorists across the streets of London, over the Thames and into the Tube. When you're done, you can take off to the warmer climes of the Middle East, but don't expect a trip to the spa. You'll probably be running around in the street again, chasing villains like the treacherous Bullion through Istanbul while you collect information about Renard's plan. When you're done blowing things up and making an ungodly racket, try a little silent surveillance at Elektra King's villa. If you execute the missions well, you may have time to work a little skiing into your trip. Granted, you will be in the Caucasus Mountains, not the Swiss Alps, but you have to take your R&R where you can get it, 007. They have everything there that you look for in a high-end ski resort: beautiful vistas, challenging slopes and heavily armed Russian paratroopers. It's like a slalom course, except with explosions. While you're playing around on the slopes, Renard will still be hard at work on his little nuclear terror project. It turns out he's stolen a Russian submarine and plans to detonate the warhead from inside the vessel. People always seem to be stealing Russia's submarines—how hard can it be to keep track of a submarine? Anyway, off you go. Try not to embarrass yourself, or England.









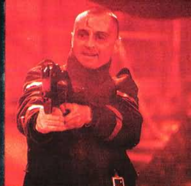
Live and Let Reset

The latest reports indicate TWINE will be released at Thanksgiving, after more than a year of development at Eurocom. We managed to sneak 009 into the recent Electronic Entertainment Expo to get a look at the game, and he reports that Eurocom programmers had an excellent playable version of the game on display. The clock is ticking down to when this dangerous challenge is unleashed on the world. Stop playing with those X-Ray Glasses, 007, and start preparing for the mission. Renard will be waiting for you this November.















The World Is Not Enough 007





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Ditto.



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The moon is falling, and time is running out.

Link has just three days to save the world in his most desperate adventure ever.

THE LEGEND OF ZELDA® MAJORA'S MASK™

Say hello to the most innovative adventure game of all time. The Legend of Zelda: Majora's Mask enters a new realm of game playing, and it will pull you in, as well. Now that Majora's Mask has been released in Japan, Nintendo Power takes you inside the game and behind the mask. It's not what you'd expect.





THE TWO FACES OF ZELDA



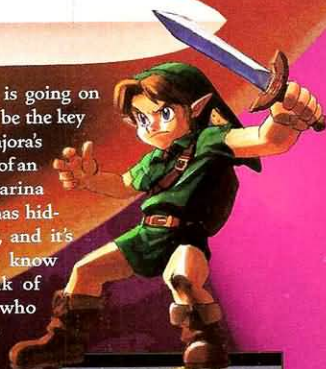
The Legend of Zelda series has gone through many changes over the years, but Majora's Mask and Ocarina of Time share the same game engine, so it's natural to compare the two. The most obvious difference is that Majora's Mask has a clock that counts down the hours until the moon crashes into the world. The time limit gives a sense of urgency to the game play that you didn't find in Ocarina of Time. The clock doesn't present an absolute limit, however, because Link starts over with most of his achievements intact each time the moon crashes. Reliving the three days gives Link a chance to learn everything that is going on in the world.







Learning everything that is going on in the world turns out to be the key to the game because Majora's Mask is a mystery instead of an epic quest like Ocarina of Time. Each character has hidden depths in the game, and it's vital that Link gets to know everyone's secrets. Think of Link as the detective who must figure out how the pieces of the puzzle fit together. Another difference between Ocarina of Time and Majora's Mask is that Link can transform into a Deku Scrub, a Goron and a Zora. Only in the alternate forms can he reach certain areas and gain critical information.

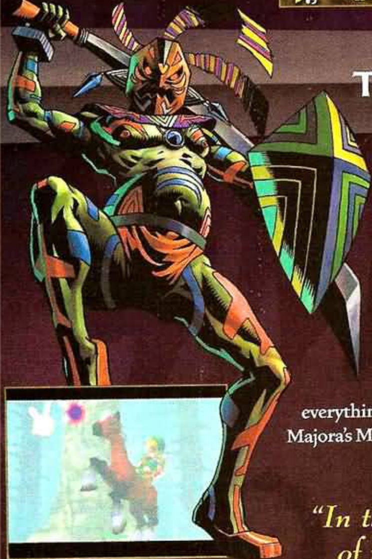








THREE DAYS, THREE NIGHTS



The mystery of Majora's Mask begins a few months after Link's conquest of Ganondorf in Ocarina of Time. He is riding Epona through the woods when two fairies startle the horse. Link is thrown and knocked cold. While he's lying unconscious, the Skull Kid appears wearing Majora's Mask. He finds the Ocarina of Time and steals it from Link. In the ensuing chase, Link follows the Skull Kid into a parallel world that is strangely similar to Hyrule. When Link reaches Clock Town, he learns that the moon is falling and just three days and nights remain before everything is destroyed. At the heart of the mystery are Majora's Mask and some unnamed evil. The clock begins to tick.





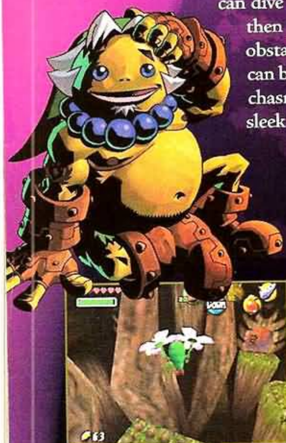
Link's new fairy companion is Tatl, who plays a role similar to that of Navi from Ocarina of Time. Most of the play controls and button functions, such as talking to characters or using items, are identical to the controls in Ocarina of Time.

"In this game, we wanted to give more insight into some of the minor characters found in Ocarina of Time. We were able to give gamers a better look at old characters and develop new characters at the same time."
Eiji Aonuma

THE MAN IN THE GORON MASK

The transformation of Link into a Deku Scrub, Goron or Zora is one of the keys to Majora's Mask. Link gains special abilities once transformed, but to transform, Link must find the Deku Mask, Goron Mask and Zora Mask. As the lowly Deku Scrub, Link can dive into conveniently placed plants and shoot up into the air, then perform a helicopter gliding move to cross pits and other obstacles. As a Goron, he can curl up and roll at high speed. This can be useful for racing, knocking over enemies, leaping across wide chasms and plowing patches of plants to get rupees and items. As a sleek Zora, Link gains the ability to swim at high speed.





Link may not enjoy being a Deku Scrub, but he gets the ability to hover and glide across chasms and he can shoot bubbles at enemies.



Goron-Link races about like a spiked wheel. He also has the ability to punch things with devastating force.



As a Zora, Link can remain underwater for as long as you like, and he also gains the ability to throw two boomeranglike fins.

"Our primary goal is to present something which is very mysterious…"
Shigeru Miyamoto

THE NEW AND THE OLD

Link's Essentials

Heart Containers, bottles, keys and rupees are all part of the rich Zelda tradition. Majora's Mask has all these elements, plus many of the items that were introduced in Ocarina of Time such as the Deku Stick and Bombchu. One of the new items is the Pictograph Box, which Link must use to document certain events. He also can make an impression by using the Powder Keg.







The Horseman of the Apocalypse

Link's fighting moves in Majora's Mask are much the same as in Ocarina of Time except for those abilities that he gains from the transformation masks. The Z Button jumps and lock-on function are still critical in hard-fought battles. Link also has the ability to ride Epona and aim all around in any direction with the bow and arrow. Mastering the technique takes practice.







THE WORLD OF TERMINA





Although much seems familiar in this parallel world, the land of Termina is not a mirror image of Hyrule. At its center is Clock Town. Paths radiate out from the hub, leading to adventures and dungeons where Link will face some of the main enemy characters. The outer regions include the Marsh Land, Woodfall, Termina Field, Pirate Fortress and Deku Palace among many others. Some of the people also seem vaguely familiar, but in Termina nothing is quite what it seems. Link's quest is to discover all of the secrets of the land and its people, whether they are human, Deku, Goron or Zora. He may have to help people, join in their activities, disguise himself or approach characters at certain times of the day or night.





The Mask Merchant

After arriving in Termina, Link finds the Mask Merchant who has lost Majora's Mask to the Skull Kid in the clock tower. He implores Link to find the evil mask and return it to him. Only by doing so will Link save Termina from the horrible fate that hangs overhead.







An Age of Giants

Although Link is just a boy throughout the three-day adventure, many of the characters he meets are huge. Major enemies such as Odolwa tend to loom over our young hero. On the other hand, Link makes friends with a turtle the size of an island, and he gets a ride across the sea.





Helping Hands

Wherever he goes, Link is asked to help out in some way or to meet some challenge. The Gorons' mountain has become too cold, and Link must battle a giant mechanical bull to restore the natural balance. And the Zoras' watery home has become too warm. Elsewhere, on one farm, Link agrees to help two sisters, but on another farm he is challenged to a horse race by a familiar-looking man.





Musical Masks

Music plays an important part in Majora's Mask, just as it did in Ocarina of Time. Link takes the ocarina along with him on the journey, and he'll have to learn ten songs to accomplish various tasks. But the ocarina isn't Link's only instrument. Zora-Link belongs to a band and plays the coolest fishbone guitar in Termina.





Specialty Masks

The transformation masks may be the most impressive pieces of headwear in the game, but Link can collect other masks and hats to help him on his quest. For example, the rabbit ears give him extra speed. There are 24 masks in all, including a frog mask, a bird mask, a pig mask and a skull mask.

THE FACES BEHIND THE MASKS

What do the creative masterminds of the latest Zelda adventure have to say about the game? We talked with Eiji Aonuma, the director of The Legend of Zelda: Majora's Mask, Takashi Tezuka, who helped produce the game, and Shigeru Miyamoto, who oversaw the project and gave it early direction. Don't miss the rest of the interview, appearing this month in the E3 Part Three article.



NP: What prompted you to place Majora's Mask in a parallel world to Hyrule and limit the game to a period of three days (game time) that players revisit over and over?

Mr. Tezuka: There were a number of characters in Ocarina of Time that we wanted to describe more fully. We didn't have the means to do it in Ocarina, but in Majora's Mask we do because players have the opportunity to meet every character in the game and learn more about them.



From left to right, Shigeru Miyamoto, Eiji Aonuma and Takashi Tezuka joined Nintendo Power for a discussion of their latest masterpiece.

Mr. Miyamoto: After seeing Toy Story 2, I realized that Majora's Mask used a similar technique as the sequel. We focused on some of the minor characters from the original in order to expand the world.

NP: This game seems to be darker and scarier than previous Zelda games. Is that intentional?

Mr. Miyamato: Our primary goal is to present something that is very mysterious, rather than scary.

NP: Is there anything you weren't able to accomplish in Ocarina of Time that you have included in Majora's Mask?

Mr. Miyamoto: Yes. In fact, that is why we've decided to base the game on three-day intervals. This allows gamers to see characters as they go through their daily routines in more detail. Depending on which time of day you visit a particular character, he or she will be doing different things and that may reveal essential clues to the mystery that is at the heart of the game. To conquer the game and solve the mystery, players must learn all about the many characters and discover new masks.



NP: Let's talk about the Skull Kid. Why has he decided to cause all this trouble?







Mr. Aonuma: Actually, Majora's Mask is in control of the Skull Kid. It's really not his fault. He's just a puppet, and the mask has its own secret purposes in the game.

NP: How does the limited game time of three days shape the game experience in Majora's Mask?

Mr. Miyamoto: The game world is a small garden, and the player must explore everything in the garden to experience the game. It's the same idea that is behind all Mario and Zelda games, but in Majora's Mask we limited the time span to three days so that players would have to learn everything that happens in the world during that time. To save the world, they must know where and when everything happens.

A MOON LANDING?

So just when will the moon begin threatening to land on North America? The launch date for The Legend of Zelda: Majora's Mask is November 24th. Between now and then, only the final English translation needs to be completed, and that's in the very talented hands of Nintendo Power's senior writer Jason Leung. It's time to prepare for the coming of a new legend.









WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,

WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDEDLY FOIL A TERRORIST NUCLEAR NIGHTMARE,

KICKBALL STARTS TO SEEM A LITTLE SILLY.



WARLOCKED™

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NINTENDO AND BITS STUDIOS TAKE YOU THROUGH MYSTICAL REALMS IN GAME BOY COLOR'S FIRST FORAY INTO REAL-TIME STRATEGY.

WARRIORS AND WIZARDRY

Are you fit for command? A war is underway in the world of Warlocked—a dark conflict that pits the Human forces of good against hordes of supernatural Beasts. Regardless of the side you choose, you'll need to master the multi-tasking methods of real-time strategy (RTS) as you build up your forces then send them into the maw of battle.



Warlocked offers many levels of single-player action. The simplified RTS game play is friendly to novices, while veterans will find many of the later levels challenging.



Head 2 Head

DUST TO DUST

JENN VS





ALEX

If you manage to lay waste to your computer-controlled enemies, you'll be able to take on flesh and blood opponents in Vs Mode. Choose from nine different battle map scenarios.



MILITARY-INDUSTRIAL COMPLEX



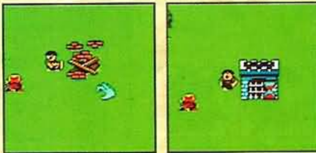
There's much more to fighting a war than actual combat. You should put the proper infrastructure in place to support your army before you take on the enemy. You will need to accumulate two basic resources—gold and fuel—by assigning Grunts or Goblins to chop down trees or work in the mines. Workers are the backbone of your army.

A TOUGH ROW TO HOE



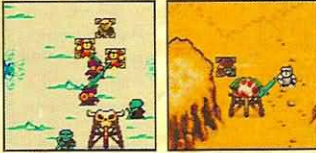
Providing for the basic needs of your troops is the first order of business. Find good places for workers to set up farms, then select the farm icon from the building menu to construct them.

STRATEGIC STRUCTURES



Many of the resources you consume will be devoted to construction projects. You can't train troops until you build barrack, and you'll need to build a lot of them if you want a big army.

THE FRONT LINES



When your fighting forces are deployed to the correct locations, you can order units to attack by selecting them with the cursor then assigning enemies to them. They will fight until they expire or win.

BATTLE LINES

While the basic game play remains the same throughout Warlocked, you can choose to command two different sets of characters and accomplish different objectives. Queen Azarel's forces comprise Knights, Archers and Grunts. Chief Zog commands an army of Warriors, Skeletons and Goblins. The ultimate goal of either side is the conquest of their mortal enemy.



The look and features of the battlefields are dramatically different depending on which side you choose—ranging from the pleasant countryside to the lava fields the Beasts call home.



GIVE A WIZ

There are many powerful Wizards to find in Warlocked, but you won't be able to possess them all without trading with a friend. Different Game Paks have different Wizards. Once you find or collect a Wizard, you can use the sorcerer in any level in the campaign or in Vs Mode. Even some Wizards you collect as a Human can be used in a Beast campaign.



You can beam a Wizard to another Game Boy Color via the infrared port. Try to collect all 27 Wizards by finding players who have rescued—or acquired—characters who aren't in your Game Pak.

WARLOCKED R&R



When you tire of the battle, settle down with one of two bonus games. You'll need to fight to find them, however. By discovering and opening special blue scrolls on the battlefield, you'll unlock the games. Go to the options menu to access them.

SLIDER



Try to rearrange scrambled versions of cool character portraits by choosing the correct puzzle square to move to the open spot on screen. The game keeps track of both elapsed time and the number of moves you make.

HIGH STAKES POKER



Stare down a stone-faced Goblin for a few games of five-card draw. Each time you play, $10 will be deducted from your war chest. If you lose, that money will be taken from you, but if you win, the winnings will go into your war chest.

ARCHITECTURE TOUR

Every structure you find or build in Warlocked has a unique purpose—from training units to conjuring sorcerers. Finding a suitable balance of buildings is critical to success in the game. Consider mission objectives, available resources and existing structures before you start any major construction projects.

MAIN HALLS



On missions where you have a Main Hall, the structure will automatically be there when you start the level. They serve as resource repositories.

WORKERS

Cost Per Unit	
Gold:	50
Fuel:	0

Grunts and Goblins can be assigned to extract gold and fuel and build necessary structures. You can create more workers in the Main Hall.

BARRACKS/PITS

If you have the resources to train fighters for your cause, then you should build the proper facilities to prepare for battle. Human Knights and Elfin Archers are carefully trained in castlelike barracks, while Warriors and Skeletons are produced in brutal fighting pits. Hit the A Button for Soldiers and B Button for Archers.

SOLDIERS

Cost Per Unit	
Gold:	100
Fuel:	0

Human Knights and Beast Warriors act as infantry in battle, charging into the fray with their swords. Stronger than Archers, they are more vulnerable to attack.

ARCHERS

Cost Per Unit	
Gold:	50
Fuel:	10

Skeletons and Elfin Archers provide deadly, long-distance attacks. Try to keep them out of harm's way, because they can't take many hits.

TEMPLES

Temples allow you to conjure any Wizard you have freed in your adventures. You can't build them, but most levels already contain a temple.

WIZARDS

Cost Per Unit	
Gold:	0
Fuel:	0

Wizards have a unique skill you can employ on the battlefield. Use them with caution—if the enemy eliminates them, they are gone for rest of the campaign.

DRAGON EGGS

It's easy enough to make Dragon Eggs hatch, but a Baby Dragon is a big responsibility. Take it to your Main Hall to raise it to maturity.

DRAGONS

Cost Per Unit	
Gold:	0
Fuel:	0

Dragons are powerful allies and troublesome foes. Invulnerable to sword attack and magic, the fire-breathing beasts must be destroyed with arrows or other Dragons.

FARMS

The more troops you want, the more farms and Carrion Tents you'll need to feed them. Destroy enemy structures to limit the numbers of enemy fighters.

TOWERS

The arrow-firing structures are useful for defending sensitive areas and for assaulting castles in locations that Archers can't reach.

WIZARD WORLD

You'll go to a lot of trouble to rescue Wizards from the enemy, but your efforts will prove worthwhile. The spell casters, shown as they appear in the game, can turn the tide of battle with their magical attacks. Some Wizards are natural allies to either the Beasts or the Humans, but most of them will fight for both sides.

ALIGNMENT KEY: HUMAN | BEAST | MERCENARY



BOMBWIZ
Bombwiz transforms enemies into short-fused bombs that create a destructive blast.



BRICKWIZ
Brickwiz is a conjuring contractor with magic mortar to strengthen your structures.



CHICKENWIZ
Chickenwiz can instantly transform enemies into roaster-ready farm fowl.



CHIEF ZOG
The leader of the Beasts boosts morale on the battlefield, decreasing training time.



CROWWIZ
Use magic to turn your troops into crows. The birds can spy on unexplored territory.



ELVENWIZ
Bolster your forces with Elvenwiz, who turns any unit into Elfin Archers.



FIREWIZ
Reduce enemies to a pile of smoking ash with Firewiz's combustible magic.



FUELWIZ
Why leave enemies on the battlefield? Let Fuelwiz convert them into usable energy!



GOLDWIZ
An alchemist by trade, Goldwiz can turn enemy units into $50 worth of gold.



ICEWIZ
Flash-freeze enemies into snowmen then watch them melt into puddles.



MUDWIZ
Mudwiz will turn enemies into harmless piles of mud with a wave of his filthy hand.



MYSTICWIZ
Like Sage, Mysticwiz can turn enemies into hearts for instant healing.



NECROMANCER
The evil Necromancer summons lost souls to turn enemies into Skeleton Archers.



PIGWIZ
Enemies will turn to bacon on the hoof if you wield the power of Pigwiz.



POISONWIZ
Call on Poisonwiz to supply your archers with deadly poison arrows.



POXWIZ
The diseased spell caster unleashes a deadly pox that spreads to nearby units.



QUAKEWIZ
Summon Quakewiz to demolish shoddily constructed structures quickly.



QUEEN AZAREL
The beautiful leader of the Humans will speed up training times for recruits.



SAGE
The kindly Sage helps Human units by turning Beasts into hearts that restore health.



SLEEPWIZ
Enemies will be forced into an involuntary nap if Sleepwiz sneaks up on them.



SMITHWIZ
Smithwiz uses his skills in the forge to strengthen the armor of Knights and Warriors.



STEALTHWIZ
Stealthwiz is a shadowy figure who can conceal your forces until they attack the enemy.



STORMWIZ
Direct Stormwiz's lightning bolts against enemy units for a shocking experience.



SWEATWIZ
Speed up your workers by invoking the frenzy-inducing spells of Sweatwiz.



TELEWIZ
Use Telewiz to transport your forces to unexplored areas of the battlefield.



TOXICWIZ
A dabbler in chemical warfare, Toxicwiz can poison enemies with a gas attack.

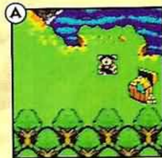


WINDWIZ
Windwiz gets his name from the tornadoes he produces, not his excessive talking.

AZAREL'S ASSAULT

Starting in the placid—and relatively safe—countryside, you must command Azarel's Human forces in a series of missions as they push to the gates of Chief Zog's Fortress. Some levels require you to engage the enemy in an open-ended battle, while others have detailed objectives that must be completed in sequence.





GOLD DIGGING

There's plenty of gold and treasure in them thar hills. Be sure to collect all of it for your coffers before you finish harvesting trees from the forest for fuel.



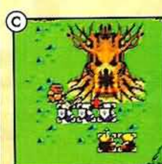




SAVE THE WIZ

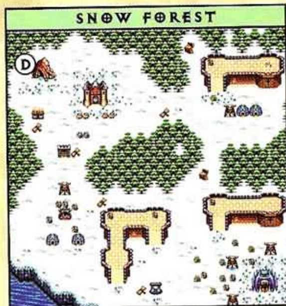
After you train a few Knights, send them to the upper-right corner of the map to rescue a Wizard. Be sure to save the Wizard in the temple before you complete the level.





BIG FORCE

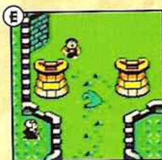
Towers won't work against the Tree of Evil—you'll need to chop it down with a platoon of Knights. Build up an overwhelming force before you attack.





IDLE HANDS

If you build up a big force, you should be able to defeat the Beasts. Be sure to monitor your Grunts so they have work to do after the mine is depleted.

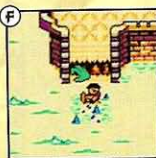


TOWER POWER

Send your Grunts to build towers next to the castle walls to take out the Skeleton Archers. When they're gone, you'll have easy access to the Queen.



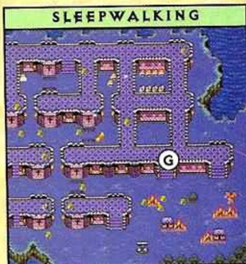






STAIR REPAIR

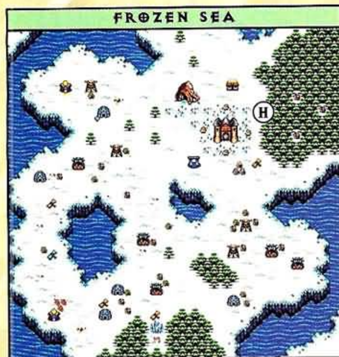
As soon as you can, send Grunts to repair the burning stairways on the castles. They will give your Archers access to the high ground, where they can attack the Beasts' Main Hall.





SNEAKING THROUGH

Don't be afraid to walk past the guards camping on the lower-right side of the map. They're looking the other way, so they won't detect you if you sneak along the castle wall.





STASHED SKELETONS

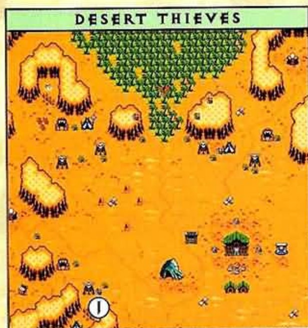
You'll need to harvest the forest to get some fuel, but don't start clear-cutting. Leave trees around the Skeletons in the forest so they don't attack your Grunts.



STAND GUARD

You'll spend a lot of time away from your Main Hall on big maps like the one on the Spider's Lair level. Remember to assign a Knight or two to guard duty.









COVERT GRUNT

Use Stealthwiz to conceal a Grunt, then have the worker build a tower right under the noses of the enemy. The worker also can remain to keep the tower standing.





DRAGON REMOVAL

You won't get much accomplished until you eliminate the Dragon guarding the mine. Build a tower next to it, then assign a Grunt to keep the structure standing.





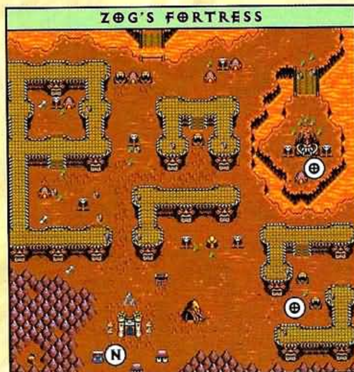
BE PATIENT

You'll have access to a gold mine after you assign a Grunt to tear down a fence, but you should wait until you've built a sizable force. Otherwise, the Beasts will overwhelm you.



LINE OF DEFENSE

When the Beast attack comes, it will be ferocious. Plan for the worst by positioning towers near the Main Hall to provide a perimeter defense.



WIZARD WARS

You should have several powerful Wizards to call upon by the time you reach Zog's lair. Send them to help destroy enemy barracks and other buildings.





GIVE 'EM A BREAK

You'll be plagued by beast counterattacks until you eliminate the fighting pits. Send a Grunt to build towers next to the pits then use the same technique to destroy the Beasts' Main Hall.

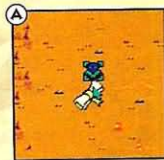
ZOG'S SCHEME



As commander of Zog's evil army, you'll need to force your way through Human defenses to a final victory at Azarel's Castle. If you haven't played the game before, you may want to finish the Human campaign before you take on the more difficult Beast campaign. The challenges will require all of your cunning and supernatural strength.







SEEK KNOWLEDGE

Aside from depleting the mine of gold, you should also collect all the scrolls in the area. They usually contain valuable game play information or tips about the level.

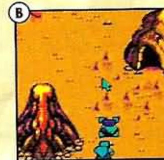




SHOW MERCY

A line of Grunts has created a Human shield around a Wizard you need to rescue. Knights will attack you if you hurt them, so destroy a farm to reach the Wizard.







FIRST BLOOD

Send a Goblin down to trick a Knight into following him, then move the Goblin around the Main Hall—which will destroy the Knight with its arrows.





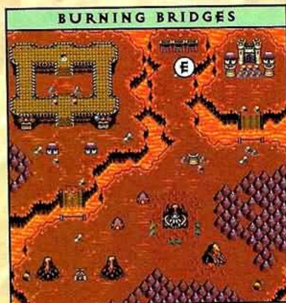
SPIDER HALL

The Beast alliance with the Giant Spiders puts a new twist on a standard strategy. Instead of taking fuel and gold to a Main Hall, you take it to the Spider.

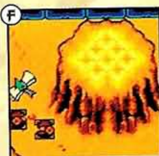


TWO-STAGE ATTACK

You'll need to repair the burning bridge before you can destroy the Humans' Main Hall and capture the Wizard, but you should take care of the three Barracks first.









SINGLE FILE

Don't be in too big a hurry while sending your troops to the Dragon Egg on the far side of the map. Send one Warrior at a time down the path, or Knights will attack your group.



QUARANTINE

Plaguewiz spreads disease among your enemies. Unfortunately, disease doesn't discriminate between friend and foe. You should keep your distance from the infected.

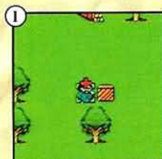






BUILD POWER

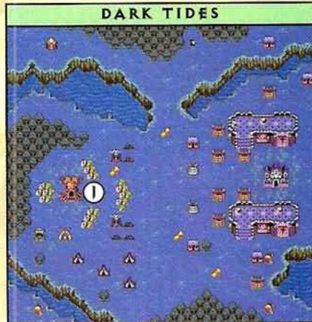
The gates in the cavern protect the Humans, but protection is a two-way street. Don't tear them down until you've built up an overwhelming attack squad.



FUEL ON FEET

There is ample fuel in the pockets of trees surrounding your Main Hall. Unfortunately, the trees provide you with cover. Use Fuelwiz to convert enemies into fuel instead.









DEMOLITION TEAM

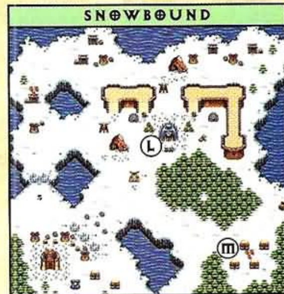
Concentrate your fighting forces around your Main Hall—a tree—while you send Goblins to demolish enemy Barracks. Keep the building between your Goblin and enemy Archers.





DRAGON ASSAULT

The Dragon should defend its tree at all costs, and the best defense is a good offense. Send the Dragon to burn down the Human Barracks before their troops mass.





SLEEPY TIME

Enemies will waste no time attacking your base. Use Sleepwiz to render them unconscious, then send Warriors to eliminate them as they slumber.



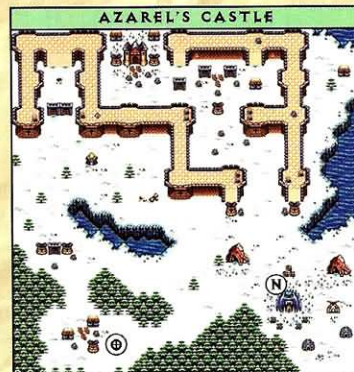
FOCUSED ATTACKS

Move a team of Knights and Skeletons to attack one enemy building at a time. The faster you destroy them, the fewer arrows they can fire at your troops.



SPARE DRAGON

You have access to two Dragons, but you can hatch only one at a time. Put the second Baby Dragon in your Main Hall in case the first Dragon is defeated.







GOBLIN COVER

Goblins can help you minimize enemy strength by destroying farms that sustain their troops. The buildings will hide the Goblins until they're finished with the demolition.

LINKED BY WAR

Players can open new two-player battle maps as they progress in the single-player campaigns. The game play in Vs Mode is much like the single-player game, but you will face a devious fellow human instead of the more limited AI in the game. The player to access Vs Mode first plays as the Humans. Slowpokes play as Beasts.

GOLD RUSH

HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	0
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	0
	Archers	0

The nominal objective in the scenario is to mine the most gold, but your primary goal should be to move the Dragon back to your Main Hall. Once you have the Dragon, you'll be able to destroy your opponent's Main Hall easily and take all the gold.

CASTLE SIEGE

HUMAN	Fuel	500
	Gold	0
	Workers	3
	Warriors	0
	Archers	4
BEAST	Fuel	0
	Gold	0
	Workers	4
	Warriors	0
	Archers	4

A player controlling the Beasts should use a Dragon as a sentry at the Main Hall then build towers to lay siege to the castle. Human-side players should build towers in the castle's central corridor then protect the corners of the castle with Archers.

MINE FIELD

HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	2
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	2
	Archers	0

The mine in the center of the map has more gold than the others, so it's worth your while to stake a claim by building a tower next to it. A nearby castle is an excellent place to position Archers, assuming your opponent doesn't get there first.

DUST TO DUST

HUMAN	Fuel	0
	Gold	0
	Workers	4
	Warriors	0
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	4
	Warriors	0
	Archers	0

The first battle you wage is for resources—then the player with the mightiest army usually will prevail. Concentrate your Grunts or Goblins on the cluster of trees in the center of the map. If you starve your opponent of fuel, you'll win.

TREASURE FORTRESS

HUMAN	Fuel	500
	Gold	500
	Workers	0
	Warriors	0
	Archers	4
BEAST	Fuel	500
	Gold	500
	Workers	0
	Warriors	0
	Archers	4

There are no gold mines and no fuel to harvest on this level. Create as many fighters as you can with available resources then collect treasure. Try sending your Archers to castles near your opponent's barracks to halt training.

CASTLE SIEGE 2

HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	2
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	0
	Archers	3

As on the other siege map, one player must use towers to attack castle Archers. The other player takes up a defensive position in the castle while launching counterattacks against the enemy base. The Beasts must guard the castle this time around.

FARMING FRENZY

HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	0
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	0
	Archers	0

There are enough resources on the map to build two powerful armies, but you should be able to dip into your opponent's share. Send your workers to your opponent's mine, as well as your own. He may not even notice until his mine is depleted.

LAVA ISLANDS

HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	3
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	3
	Archers	0

Because they control when the bridges are repaired, Beast-side players have the advantage of choosing when and where to attack. Humans should position an army at one bridge then send a Dragon to the other to stop Goblin repairs.

UNDERWORLD

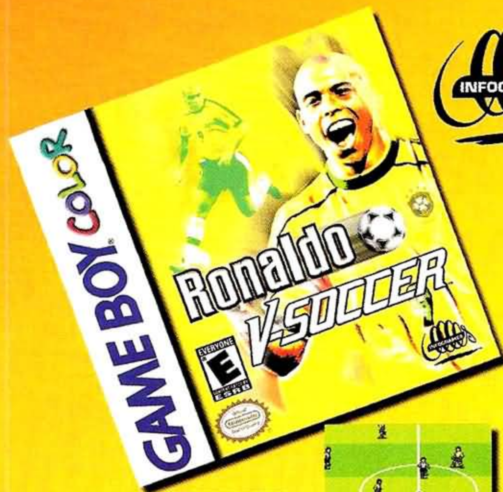
HUMAN	Fuel	0
	Gold	0
	Workers	3
	Warriors	2
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Warriors	2
	Archers	0

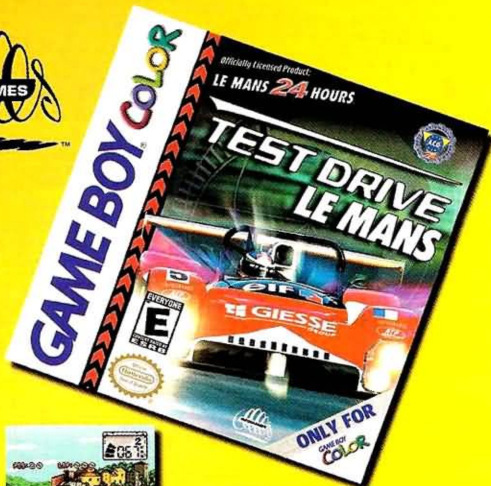
You should send workers immediately to the lower-left and upper-right corners of the screen to hatch the Dragons. The monsters can be used to defend your Main Hall or to terrorize your opponent. If you have Sweatwiz, use him to speed up your workers.

UNLOCKING WAR

Once you've beaten all the levels in Warlocked and waged many battles in Vs Mode, there is yet another way to play the game. Units and resources that you have saved in your campaigns can be used to build your own personal armies. Trade armies with other players via infrared ports then wage CPU-controlled battles to determine whose army is better.















BETTER BUY EXTRA BATTERIES!





















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MEGA MAN GETS A MEGA MAKEOVER IN MEGA MAN 64™







THE LEGEND CONTINUES

Mega Man 64 starts a new legend named after an old, beloved character. The new Mega Man is a 14-year-old living on a water-covered world where people struggle to live on tiny islands or in giant airships. The Diggers, the bravest of the people on the drowned world, don marvelous mechanical suits and tunnel deep under the oceans searching for energy sources and other treasures. If this sounds familiar, it's because Mega Man 64 is an enhanced version of the popular PlayStation title Mega Man Legends. Capcom has added analog control and Rumble Pak support to the game and also redesigned levels and repositioned enemies to give Mega Man 64 an identity of its own.

SUPER NES
Mega Man X3

A BRIEF HISTORY OF MEGA MAN

Mega Man made his debut on the NES in 1987. The game was popular enough to merit dozens of sequels on many different platforms, and it continues today with the upcoming releases of Mega Man 64 and Mega Man X for Game Boy.

NES

Mega Man—*Dec. 1987*

In the beginning, Dr. Light creates Mega Man and six Robot Masters to help humans. Dr. Wily wants to use the robots to take over the world. Mega Man won't let him.

Mega Man II—*Jan. 1989*

The game and character are very popular, leading to Mega Man's first cartoon appearance as a regular on the sublime Captain N: The Game Master.

Mega Man III—*Nov. 1990*

The plot thickens in Mega Man III, which introduces Mega Man's long-lost brother, Protoman, the first robot Dr. Light ever built.

Mega Man IV—Jan. 1992

Mega Man and Protoman battle a new evil scientist, Dr. Cossack, in Mega Man IV. But he doesn't seem all that evil. Could Dr. Wily be behind this mess?

A GOOD GROUP



MEGA MAN

Mega Man may be human, but that doesn't mean he hasn't got some interesting tricks built into his sleeve. Mega Man's Digger suit keeps him shielded and has lasers and bombs for him to fire at enemy targets. The powerful blue suit, however, is where the similarities to other Mega Man games ends. Mega Man 64 is an adventure game with RPG-type elements, so Mega Man will have to explore worlds both above and below the ground, talking to people and picking up items. Mega Man also has to deal with miniquests and bosses.

ROLL

This teen dream may have questionable fashion sense, but she has impeccable instincts when it comes to machines. Mega Man relies on Roll for her ability to fix the broken machines he brings back to her. Roll talks to Mega Man on a radio, giving him advice about enemies and treasure.

GRANDFATHER CASKET

Roll's grandfather, Barrell Casket, found Mega Man when he was just a baby and raised him as his own grandchild. Grandfather is a retired Digger who taught Mega Man everything he knew about digging. Grandfather disappears early in the game, and Mega Man searches for him.

DATA

The lovable mechanical monkey, Data, is the Casket family's adorable robotic pet. Data speaks in gibberish that only Mega Man can understand. As far as we know, Data doesn't do much...but he sure is cute!











Mega Man 64 brings the blue bomber into the brave new world of polygons.



Mega Man V— Dec. 1992
Protoman seems to be evil in Mega Man V, but things are not always as they appear. Dr. Wily creates an evil clone of Mega Man's brother, and that's not cool.

Mega Man VI—Mar. 1994
Amazingly, the tradition continues with a sixth Mega Man game for the NES. Even Mario only made it to Super Mario Bros. 3 on the NES!

SUPER NES

Mega Man X— Jan. 1994
The Mega Man X series starts a new Mega Man story line on the Super NES but keeps the blue bomber's side-scrolling action intact.

Mega Man Soccer— Apr. 1994
Mega Man Soccer answers the question, "What do robots, scientists and evil geniuses do on their time off?" They play soccer, naturally.

A BAD BUNCH

TRON BONNE

The girl with the aerodynamic hair is 14 years old, just like Mega Man and Roll. Tron is a talented mechanic who creates and repairs fighting machines and keeps her family's airbus shipshape. That may sound sweet, but her family happens to be a band of pirates who are out to steal the Mother Lode, a repository of great wealth and energy that is rumored to lie somewhere beneath the ground. Her father, Teasel Bonne, is the leader of the band of pirates known as the Bonne Brothers.

TEASEL BONNE

Tron's father is a pirate who loves to steal other people's treasures in a flashy way. He leads a bizarre band of pirates who fly around their water-logged world in an airship piloted by his daughter's simple Servbots. Teasel is a brilliant strategist who sometimes lets his flamboyant personality overcome his logical plans. Teasel secretly loves animals, toys and models, but he would never let anyone know it!

BOMB BONNE

The huge, intimidating robotlike figure is actually Teasel Bonne's much younger brother, Bomb Bonne. The youngest member of the Bonne Brothers is big and strong, but he's also a big baby.









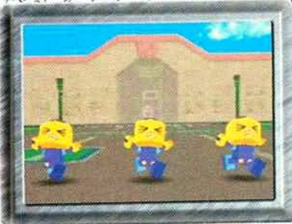
Mega Man X^2—*Jan. 1995*
Mega Man's renewed popularity is evidenced by the two games released in 1995 and the Mega Man cartoon show, which was in its second season.

Mega Man VII—*Sep. 1995*
Unlike Mega Man X^2, Mega Man VII continues the story line from the original Mega Man series from the NES games.

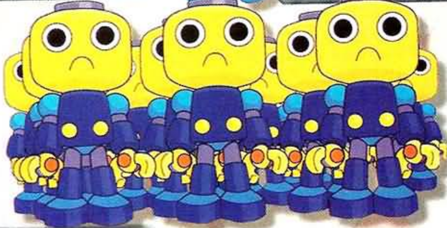
Mega Man X^3—*Jan. 1996*
The last Mega Man X game on the Super NES is considered by many to be one of the hardest. Mega Man X's friend, Zero, is a playable character in the game.

Game Boy

Mega Man: Dr. Wily's Revenge—*Dec. 1991*
The first Mega Man game for Game Boy may have been in black and white, but it was full of colorful enemies such as Cut Man, Elec Man, Fire Man and the Wily one himself.



Tron Bonne cooks up some seriously scary mechanical menaces to take on Mega Man.



SERVBOT

Clever miss Tron Bonne created 40 Servbots to do her family's dirty work. The Servbots are controlled by Tron, who gives them the unenviable task of running around the surface inside Tron's other mechanical creations—tanks, bigger robots and other contraptions. The rather inept Servbots are loyal to Tron and the Bonne Brothers, even though they make lousy pirates.

MEGA MANIA

Mega Man 64 revamps the entire Mega Man universe right down to the hero and brings the game into a 3-D world, yet it still manages to retain that old-school Mega Man magic. For a bigger helping of that ol' Mega Magic, check out **Mega Man X for Game Boy**. Mega Man X is a 2-D side-scroller in the tradition of the original Mega Man and Mega Man X games. It features a new story line, new characters and even new bosses. Mega Man 64 will debut in September, while Mega Man X for Game Boy will come along in October. It looks like the proud Mega Man tradition lives on!



Mega Man X for Game Boy

Mega Man II—*Feb. 1992*
Dr. Wily travels to the future to find new technology and better robots that will defeat Mega Man once and for all. Or maybe not...

Mega Man III—*Dec. 1992*
The Game Boy games, including Mega Man III, feature Master Robots from previous games in new combinations—a special treat for true fans.

Mega Man IV—*Dec. 1993*
Dr. Wily doesn't give up! This installment finds the devious doctor controlling the minds of all the robots at the World Robot Expo. Can Mega Man stop him?

Mega Man V—*Sep. 1994*
Mega Man's longtime robot dog companion, Rush, gets a little mechanical competition when Tango, a robot cat, joins Mega Man's team.

COUNSELORS' CORNER

Your Questions—Our Experts!



Excitebike 64

HOW DO I OPEN THE ORIGINAL EXCITEBIKE?

To open up the classic NES Excitebike, you're going to have to take some tests. You won't need to get out your number 2 pencils—just access the Tutorial Mode. If you want to get the most out of your racing experience, the tutorial should be your first stop, anyway. A series of lessons will help you ramp up your skills for the many challenges ahead of you. You won't be able to move forward in the tutorial until you pass three timed tests. After you finish the final exam, which incorporates all the basic moves, you'll need to show off your stunt-riding skills to finish the mode. The game will show you how to execute the stunts, but you'll need to add a step: Push the Control Stick in the opposite direction before pushing it in the indicated direction. When you complete this extra credit challenge, you'll be able to access the original Excitebike on the Special Tracks Menu.



You don't need to cram for the final exam in Tutorial Mode, but you may need to take it a few times before you get a passing grade.



When you're finished with the Tutorial, you'll be able to play a perfect reproduction of the original NES version of Excitebike.

WHAT'S THE BEST WAY TO TACKLE THE HILL CLIMB?



The Hill Climb is perhaps the most difficult challenge you'll find in Exitebike 64. The Special Track opens after you finish first in the Gold: Amateur Round of Season Mode. Turbo is the key factor in getting up the mountain, so pick a high-powered rider like Bobby "Big Dog" Malone, who can power up the slope. A series of quick wheelies should help get you up the steepest sections, but you should slow down or stop if you start to lose control. Don't stop on steep hills, however, or you'll topple backward. Study the terrain to look for the path of least resistance.



The Hill Climb track has no safety rails. You'll have the ultimate wipeout if you veer off course and slip over the edge.



Pop wheelies frequently to build up forward momentum. You'll need the speed when you have to jump over small hills in your way.



Stop if you start to lose control, but don't rest for long—especially on small hills. If you slide backward, you'll have to start over.

Perfect Dark

WHERE DO I FIND THE LAPTOP GUN?

You may need some extra firepower when playing Perfect Agent on dataDyne Central: Defection. Help comes from an unlikely source: the conspirator you take hostage after eavesdropping on his phone conversation. As you escort him to the elevator, give him a chance to run away. Catch up to him as he opens a room filled with weapons beyond the elevators. You'll find the powerful Laptop Gun inside. The high-speed machine gun has a Sentry Gun function that will help you take care of the guards in the lobby.



If your hostage temporarily escapes, he'll run to the door and unlock a weapons cache containing the Laptop Gun.



The Laptop Gun's primary function is a powerful machine gun. Its secondary function can be a life-saver when you face many enemies.

HOW DO I DEFEAT CASSANDRA'S BODYGUARDS?

The toughest guards on the dataDyne Central: Extraction level are the members of Cassandra de Vries' elite bodyguard. These shotgun-toting women are found in three general locations in the building: two of the upper floors and inside the rooftop. Keep moving until they fire at you, then target them. It takes them a second to eject a cartridge before they fire again. They'll come at you in waves inside the building, but you'll be in a crossfire on the roof. Turn on the lights to blind them.



Take advantage of the delay between shotgun blasts to target the bodyguards. Try to keep them between you and the Hovercopter's cannon.



A switch near an exhaust vent inside the roof will turn on the lights and temporarily blind Cassandra's bodyguards.

HOW DO I STOP THE HACKERS IN THE VILLA?

As soon as you finish powering up the windmill when playing Perfect Agent, Grimshaw will radio you with some bad news. Hackers are on the verge of breaking into the Carrington Institute computer system, and you have only 60 seconds to find them. It can be done, but you cannot waste a second. Head up to the second floor right after you activate the windmill. Eliminate the two hackers then run upstairs to stop the final sabateur. If you deployed a Sentry Gun previously, it will take care of the two hackers, but you will give up all your ammo in the process. Leave some extra ammo on the ground for insurance.



A 60-second countdown clock will start as soon as you turn on the windmill. Activate your R-Tracker to locate the hackers.



You can leave your Laptop Gun next to the two computers before you activate the windmill, but you will lose all of your ammo for your CMP150s.



When you are sure the hackers on the second floor are eliminated, rush up to the third floor to stop the last one.

Harvest Moon 64

HOW DO I WORK IN THE RAIN WITHOUT GETTING SICK?

It would be nice to relax inside on rainy days, but there's work to be done on the farm (and nothing good on TV). Unfortunately, you'll get sick if you spend too much time out in the elements. What you need is a little preventative medicine: a Blue Apple. The Water Imp who lives in the fishing pond will give you this rare item in exchange for several fish. Catch the fish in the pond then save them to your Belongings Menu. Toss the fish back into the pond to make the Imp appear.



There's more in the old fishing pond than fish. A grateful Water Imp will appear if you throw at least three fish back into the water.



You'll automatically eat the Blue Apple when the Imp hands it over. It will temporarily protect you from sickness.

WHY CAN'T I WIN ANY RACES?

You'll have a tough time winning any horse or dog races during your first year on the farm, but don't blame your animals. They won't have enough stamina built up to win until the second year. You can increase your chances of victory greatly by taking good care of them. Feed your dog regularly—even though it isn't required—and let him run around to build up strength. Be sure to ride the horse whenever you get a chance and brush it regularly to show you care.



Your dog will get along fine with a minimum of attention, but you should feed him and pick him up if you want to win races.



Your horse is a valuable asset on the farm for work and transportation. It takes extra care, however, to create a fine race horse.

WHERE CAN I FIND TREASURE?

There is treasure right under your nose on your farm, but you need to know where to look for it. Start with the treasure map hidden in the tree near the pond. Use the Z Button to read the map on the inventory menu. You should walk in a straight line from the doghouse to the field. There will be obstacles in your way, so be sure to stay on the correct path. When you approach the edge of the field, mark the path with your hoe. Go to the base of the tree, then walk back to the field in a straight line. Again, you may need to go around obstacles. Dig ten times in the spot where your new path intersects your previous path.



You may not remember it, but you buried some treasure on the farm when you were a kid. A map hidden in the tree will help you find it.



When you find the spot where the line from the doghouse intersects the line from the tree, use your hoe to dig up the booty.



A broken music box doesn't seem like much of a find, but maybe someone important will like it. Perhaps you could have someone fix it for you.

Metal Gear Solid

HOW DO I DEFEAT SLASHER HAWK?

You'll need to be quick on your feet to defeat Slasher Hawk, the Stage Four boss. At the beginning of his attack, he'll stay in one place while throwing a boomerang at you. Study the pattern of his throws–the projectile bounces off the walls at predictable angles. Stay out of harm's way then lunge forward with grenade attacks when it's safe. Slasher Hawk will release his attack bird and start to move back and forth when his life meter is half gone. Stay in motion to avoid the bird while continuing your grenade attacks. When his life meter is almost gone, Slasher Hawk will simultaneously unleash the bird and boomerang. When the boss's speed increases, time your throws so that the grenades explode in front of him.



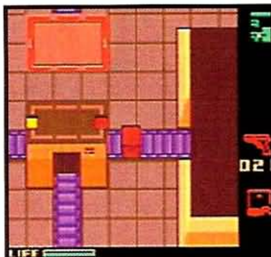
Slasher Hawk's attack bird moves much like the boomerang, except it continually pursues you while you try to evade it.



Just before he's defeated, the boss will speed up. Time your grenade throws so he runs into the explosions.

HOW DO I GET ALL THE BOXES IN STAGE FIVE?

If you want to get all three colored boxes in Stage Five, you'll need to go through a conveyor system that puts the Denver airport to shame. The Barracks area consists of a maze of blocked-off, item-filled rooms connected by elevator to a second level of conveyor belts that allow you access to the rooms and a basement. Start by grabbing the yellow box on the first level, then take the elevator to the conveyor belts. If you ride the conveyor belts all the way to the end while equipped with the yellow box, you will move through yellow transfer points to the red box. The red box will allow you to move through red transfer points, ultimately leading you to the Level Three Card Key. The Level Three Card Key will allow you to reach the blue box.



Transfer points in the conveyor belt system are color-coded. Equip colored boxes while on the belts to move in the corresponding direction.



Find the Level Three Card Key by switching back and forth between the red and yellow boxes. Equip your gas mask when you enter toxic areas.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

ASTEROIDS HYPER 64

Q: How do I play classic Asteroids?

A: Destroy the green asteroid outline on level 15.

Q: How do I get the extra ship in the demo?

A: You must complete the game.

Q: Why can't I charge my lasers?

A: If you are using the Dagger, you can't charge the weapons.

BRUNSWICK BOWLING

Q: How do I change the camera angle?

A: Select stationary, moving or random from the Options Menu.

Q: Can I create a female bowler in Create-A-Bowler Mode?

A: No.

Q: How do I unlock hidden bowlers and lanes?

A: There are no hidden features.

MONSTER RANCHER BATTLE CARD

Q: What do you do at the dock?

A: You can trade cards and items via the Game Link Cable.

Q: Where do I find Mural Pieces?

A: Check anyplace that could conceivably hold one of the pieces, like bookshelves, paintings, clocks and beds.



Nintendo Power Chats with Pokémon Bigwigs

Nintendo Power was at the E3 Conference in May, and we had a chance to talk with the team that created Pokémon Gold and Silver. While they wouldn't tell us all of their secrets, they did give us some inside information about developing the precious paks.



From left to right: Tsuyoshi Ichinose, Juinich Masuda, Tsunekazu Ishihara, Ken Sugimori, Shigeki Morimoto, Takenori Ota.

Creatures

TI/Tsunekazu Ishihara: General Producer

GAME FREAK

JM/Juinich Masuda: Sub Director, Planning and Music
KS/Ken Sugimori: Character Design and Graphics
SM/Shigeki Morimoto: Programming
TI/Tsuyoshi Ichinose: Sound
TO/Takenori Ota: Programming

NP: The first Pokémon games came in three colors: Red, Blue and Yellow. Is there any reason you chose Gold and Silver for the new Pokémon games?

TI: We wanted it to be very different from the previous Pokémon games. Gold and Silver aren't just colors, they're also real, material things. Precious things.

NP: How many people worked on Gold and Silver, and how long did it take?

JM: Approximately 20 people, I think. We started three years ago, right after Red and Green (Blue in the U.S.) were finished. We developed the Japanese Blue version and the Yellow version after the original game, too, but we were developing Gold and Silver at the same time.

NP: Could you tell us what's new in Gold and Silver?

JM: It's the same Pokémon World as before, but there is a different story. You'll see many new Pokémon. I can't reveal anything more at this time.

NP: What was the hardest part of developing Gold and Silver?

TI: We designed Gold and Silver to be compatible with Red, Blue and Yellow, and making sure all the elements in all the versions worked together was a challenge. The debugging process was also tough.

JM: Making the game easier to understand for everyone was the most difficult part for me. We looked at everything, even how to catch Pokémon. We thought Gold and Silver would be many people's introduction to playing Pokémon, and we wanted to be prepared for that.

KS: Keeping the game fresh was a difficult thing for me. Lots of people have played Pokémon, and Gold and Silver need to stay fresh and interesting for them, too.

SM: Keeping true to the feeling of the original Pokémon games while creating a brand-new game was my challenge. Everyone has a unique idea of what Pokémon is, and I didn't want to betray that.

TI: This is the first Pokémon game I have worked on, and it was a challenge for me to learn about and stay true to the atmosphere of the original Pokémon games.

TO: I was in charge of programming. I tried to make a programming system that was easier to use. I was able to make some changes, but not all, because we were under a very tight schedule.

NP: Are there any new Pokémon like Mew in Gold and Silver?

KS: (Laughing) Maybe, maybe not.

NP: How do you create new Pokémon?

KS: There are several ways we come up with Pokémon. Some are inspired by a shape, figure or creature that already exists. For others, we tried to consider what kind of Pokémon would be interesting in game play. For example, in Gold and Silver, we'll introduce new Pokémon types. Psychic Pokémon seemed to dominate in the previous Pokémon game, so we needed to come up with new Pokémon and types to make Gold and Silver more balanced. We came up with several hundred new Pokémon, but most of them got cut during development.

NP: What is your favorite Pokémon?

TI: Exeggutor, because I have been using it for a long, long time.

JM: Psyduck. He looks funny.

KS: Hoothoot. It has only one leg. When I was a kid, I had a pet bird. One day, I was surprised to see my bird standing on only one leg. I've learned since that that was normal for that kind of bird, but it had already made a big impression on me and I couldn't forget it. That inspired me to create Hoothoot.

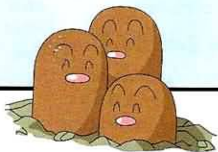
TO: Charmander. Fire-types are cool! I also like Cyndaquil, the new Fire-type Pokémon.

SM: Mew. I created Mew two weeks before we were finished developing the original Pokémon game. I owe a lot to Mew.

NP: We know that Pokémon Puzzle League and Hey You, Pikachu! will soon hit the US Market, as will Gold and Silver. What is the plan for Pokémon beyond that?

TI: We are working on a new Pokémon game that will come out after Gold and Silver. We can't say which platform it's for at this time. I was thinking about the different language versions of Pokémon and how you can't trade between them. If we can make them compatible with each other, they would be far more interesting. Pokémon users around the world would be able to communicate through the Pokémon game. A world without language barriers is possible in the Star Trek world (laughing), and if we could do the same thing in the Pokémon world, that would be great!

Pokéchat



Sorry, Pokéchat fans! This month's Pokéchat has been shortened to make room for the interview with the Gold and Silver development team. But keep those questions coming, and don't forget to start a little Pokéchatter with your friends and family, too!

Q: There are lots of rare Pokémon in the Safari Zone, but every time I throw a safari ball at a Pokémon, it runs away. They get mad when you throw rocks at them, too. What's going on?

A: *Pokémon is a pretty tough game, and if you want to catch 'em all, you have to be very patient. You also have to try everything you can think of to capture Pokémon, especially the hard-to-capture creatures in the Safari Zone. Try throwing both food and rocks to distract the Pokémon so you can catch 'em off guard. You can do it!*

Q: Pokémon Stadium's Kids' Club is way too easy. Even the hard difficulty is child's play. But I like the games. What should I do?

A: *Too easy? Wow, you must be some player! There are a couple of things you can do to raise the challenge level of the Kids' Club. First, try playing Who's the Best? against three computer players on the Hard setting. Set the number of wins as high as you dare, then try to beat the computer. If you do manage to beat the computer players five times in a row (good luck!), you'll unlock the even harder Hyper difficulty level, and, we promise, it's extra hard!*

Gallery



Pokémon Attack!
Alex Ramirez
San Diego, CA



#40 Wigglytuff
Jimmy Klumb
Maranette, MI



#80 Slowbro
Sarah Dempsey
Billerica, MA



#72 Tentacool
Nick Schneider
Fond du Lac, WI

Ask the Professor



Hello everyone! Professor Oak here, star of the big and little screens, ready for my close up in *Pokémon the Movie 2000!* Don't fret, faithful readers—fame hasn't gotten to this professor's head. I am still here to answer any Pokémon game questions you can think of, so keep those questions (and fan letters) coming!

How can I catch a Dugtrio to use in the Pika Cup?

This is one of those tricky trades I spoke of last month. To catch a Dugtrio that can attend the Pika Cup, you'll need Pokémon Yellow, Pokémon Red or Blue, a bit of time and a lot of patience. Go to Route 12 in Pokémon Yellow and catch a Slowbro that's under level 20. It will take time and luck. Next, trade the Slowbro for a Lickitung at Route 18 of Red or Blue, then go back to Yellow and trade the Lickitung for a low-level Dugtrio at Route 11. Fair warning for testy Pokémon Trainers—the process will take a long time, so don't try it if you're easily frustrated.



Once you've found a low-level Slowbro of your very own, it's time to trade it for a Lickitung!



Take Lickitung back with you to Yellow and trade it for a Dugtrio that's eligible for the Pika Cup.

How do I build a good Pokémon Trading Card deck?

Just like there is no such thing as a perfect Colosseum team, there is no such thing as a perfect Pokémon Trading Card deck. Everything depends on whom you're dueling, not to mention the luck of the draw. There are, however, some things to keep in mind as you put your decks together. A reliable, well-balanced deck for your early battles will have 20-26 Pokémon Cards, 10-16 Trainer Cards and 24-28 Energy Cards. Also, remember to balance your Pokémon cards—for every four Basic Pokémon use three Stage One Evolution and two Stage Two Evolution cards.

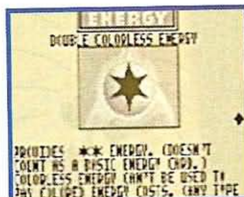
Lapras used Thunderbolt! How can that be?

Many Pokémon Trainers think that a Pokémon can have only attacks that are directly related to its type, such as a Pikachu with Thunder. That is definitely not the case, and good thing, too—Pokémon battles would be pretty dull if you knew exactly what kind of attacks to expect from each Pokémon! Most Pokémon can be given moves with TMs and HMs that don't match their types, and many learn moves that don't match their types automatically as they gain levels. For example, Lapras is a Water-and-Ice-type that starts with Water Gun, Growl and Sing and learns Mist, Body Slam, Confuse Ray, Ice Beam and Hydro Pump as it gains levels. Water Gun and Hydro Pump are Water-type attacks, and Mist and Ice Beam are Ice-type attacks, but Growl, Sing and Body Slam are Normal-type attacks and Confuse Ray is a Ghost-Type attack!

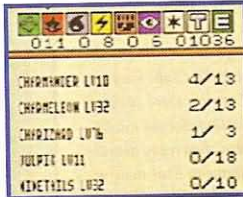
In addition to the moves Lapras will learn as it grows, it can also learn attacks from TMs and HMs. Check Larpas's chart to the right, which shows the huge number of TMs and HMs you can use on Lapras. It's pretty impressive—most Pokémon can't learn quite that many moves. Mew, however, can learn any TM or HM attack, which is just one of the reasons that it is such a powerful Pokémon.

TM & HM ABILITIES

# ATTACK	TYPE	#131
06 TOXIC	PSN	•
07 HORN DRILL	NRM	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
22 SOLARBEAM	GRS	•
23 DRAGON RAGE	DRG	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•
03 SURF	WTR	•
04 STRENGTH	NRM	•



Don't get caught without enough energy to power your attacks!



Pick your cards wisely, and don't use too many different types of Pokémon.



Lapras can use Thunderbolt, and it will in the Gym Leader Castle.



The awe-inspiring Mew can learn any HM or TM you want it to!

Colosseum

We're not anti- Mewtwo and Mew here at Pokécenter central, but honestly—it's too easy to rely on the Psychic powerhouses to clean up your opponents.

Sean Walsh is definitely a Pokémon Master. His team would do well against teams in and out of Pokémon Stadium because it's extremely well thought-out. The diversity of the Pokémon types is matched by the diversity of the Pokémon's attacks, and each of the Pokémon is a pretty impressive specimen separately. Put them together in a team, and they're even better! Way to go, Sean!

Electrode



Sean usually starts with Electrode because it is so fast, and that's a great strategy. There's nothing like being the first to attack! Sean uses Thunder Wave to stop tough opponents in their tracks, and he relies on Thunderbolt for its power against many Pokémon. Body Slam is there as an all-purpose attack, and Sean knows he can always use Electrode's Explosion to go out with a bang.

- Thunderbolt
- ThunderWave
- Body Slam
- Explosion

Exeggutor



Taking advantage of Exeggutor's high Special Rating, Sean outfitted his gruesome Grass-type with the Psychic and Mega Drain attacks, both of which can do some heavy damage in Exeggutor's beastly branches. Smart moves, Sean! Our trainer-of-the-month also uses the creepy combo of Toxic-plus-Leech Seed, an HP-draining one-two punch that will drain the power out of many Pokémon pretty quickly.

- Psychic
- Mega Drain
- Toxic
- Leech Seed

Dragonite



Dragonite is a favorite of Sean's (and the Colosseum staff) because it can learn so many different attacks and is weak against so few. Body Slam takes advantage of Dragonite's great Attack rating, and it will put the hurt on nearly any Pokémon type. The other three attacks—Thunderbolt, Blizzard and Fire Blast, make Dragonite a well-rounded Pokémon that can handle just about any opponent easily.

- Body Slam
- Thunderbolt
- Blizzard
- Fire Blast

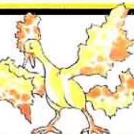
Blastoise



This Blastoise is another of Sean's favorites, and it's easy to see why. It's packed with a great array of different moves that let Blastoise handle many different opponents. Sean uses Submission when fighting against Ice-types, and if he has to face an Electric-type, he has Earthquake on his side. Hydro Pump and Blizzard are superpowerful attacks that don't always hit—but when they do, watch out!

- Submission
- Earthquake
- Hydro Pump
- Blizzard

Moltres



Moltres is one tough Flying-type, and Sky Attack was practically custom-made for this high-flying flamebird. Sean likes to use Toxic combos, and this time he combines the HP-draining abilities of Toxic with the turn-stealing trickery of Fire Spin. Not a bad idea, especially when battling an Electric-type. Fire Blast is another high-power, low-accuracy attack, that is worth the gamble when it hits.

- Sky Attack
- Toxic
- Fire Spin
- Fire Blast

Snorlax



Snorlax's high HP combined with the HP-restoring Rest gives this huge Pokémon extreme longevity—if played correctly, Snorlax could be in a match for a very long time. Double Edge is a powerful move that won't make much of a dent in Snorlax's sky-high HP, while Earthquake and Rock Slide give the slothful sleepyhead a shot against those quick Electric-types.

- Double Edge
- Rest
- Earthquake
- Rock Slide

Gallery



Pure Fighters
Shelong Yang
Fresno, CA



#149 Dragonite
Sean Jaworsky
Toms River, NJ



Pokémon Collage
Nigel Warrack
San Juan Capo, CA



Stones
Nicole Martin
St. Leonard, NB

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

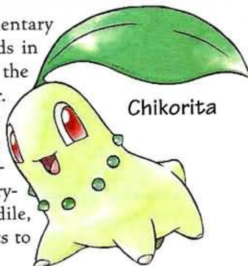
Hot off the Press



The E3 Conference featured a just-for-kids press conference where five new Pokémon from Gold and Silver were revealed for the first time in North America, and Nintendo Power was there to have a little fun in the sun with Pokémon!

New Pokémon Revealed!

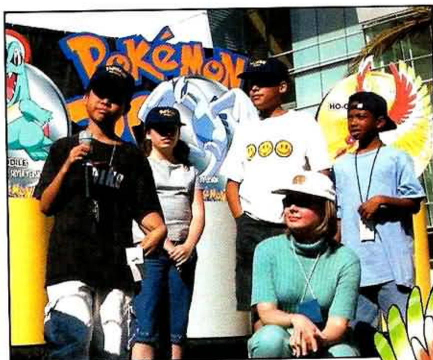
Pokémon fans from Calvert Elementary School in California were the first kids in the U.S. to see five Pokémon from the upcoming Gold and Silver games. Mr. Ishihara, one of Pokémon's creators direct from Creatures, unveiled the five new Pokémon to the delight of the children in attendance—and people everywhere. Chikorita, Cyndaquil, Totodile, Lugia and Ho-oh all made their debuts to hearty rounds of applause.



Chikorita



Nintendo's own Pokémon Master and former Nintendo Power head honcho, Gail Tilden, emceed the Pokémon press conference for kids at E3 in Los Angeles. Behind her, you can see Lugia and Ho-oh.



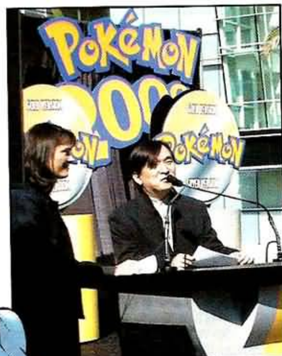
Some extrememely lucky Pokémon fans got to take part in the Pokémon press conference. The kids got to ask questions about their favorite subject—Pokémon!



Lugia



Ho-oh



Mr. Ishihara from Creatures answered Pokémon questions before unveiling the new Pokémon names on a sunny day in L.A.



Cyndaquil



Totodile

For more Pokémon news, be sure to check out www.pokemon.com!

ELECTRONIC ENTERTAINMENT EXPO

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report Three: E3 has come and gone, and we finally have the complete scoop for you from L.A. Our show wrap-up will begin with some fast facts and impressions, then we'll talk about hands-on game play, introduce you to Nintendo's new partner, Silicon Knights, take a peek at two N64 titles from LucasArts, talk to Mr. Miyamoto and check out some surprises on Game Boy Color. To top it off, we've included our editors' favorite show picks. So get set for a virtual tour of E3.

The Real Deal

Imagine a series of halls so large you could park jetliners in them—550,000 square feet in all. That's the L.A. Convention Center in downtown Los Angeles. The sixth annual Electronic Entertainment Exposition was filled with flashing lights and blasting sounds, celebrity appearances and models dressed as game characters. But most of all, E3 was filled with video games—2,400 of them from over 400 exhibitors. As expected, Dolphin and Advance remained under lock and key, but the number of great games for the N64 and Game Boy Color was remarkable. Competing systems like the upcoming PS2 didn't live up to their hype. In fact, many N64 and Dreamcast titles seemed to have better graphics than the 128-bit wonder box, leaving most observers wondering what all the hype was about. As for games that you'll actually play and love, the best titles came from the sources that you expect to deliver the goods—Nintendo and Rare.


Pokémon Gold and Silver


Perfect Dark GBC



Lugia Special Edition Silver Dollar

Jason Leung & Slowking perform Pokédance 2000

Conker, "I'm a star!"

Pokémon Creators of the World Unite!

Tony "Grind and bear it" Hawk

Shaggy's true identity revealed!

Paper Mario

Mickey's Speedway USA

Hands-on Fun

The list of must-play N64 titles at Nintendo's booth was distinguished and dazzling: *Dinosaur Planet*, *Conker's Bad Fur Day*, *Mario Tennis*, *Mickey's Speedway USA*, *Eternal Darkness*, *The Legend of Zelda: Majora's Mask*, *Perfect Dark*, *Banjo-Tooie* and *Paper Mario*. Each game station was crowded for all three days of the show.

Dinosaur Planet from Rare was a feast of graphics and full of adventurous play reminiscent of Zelda. The heroes may look like animals, but their expressions and the extensive use of voices convey very human emotions. The wonderful cinematic scenes led to thrilling action sequences such as a high-speed chase on a snow speeder through icy canyons and a Star Fox-like battle that pits you against a mother ship against you and your flying dragon. The buzz at E3 was that DP may be the best game ever from Rare.


Dinosaur Planet


Conker's Bad Fur Day

Ah, but then there was Rare's Conker. This game is definitely for mature audiences only. As Ken Lobb of Nintendo of America described it, "Conker is all about getting to the next area to see what the joke is going to be." Instead of collecting items or scoring points, players were motivated to keep playing because of the slapstick and verbal humor that lay ahead. Many showgoers felt that Conker was the most impressive title at E3.

If Conker was rude, then Mario Tennis was all sweetness and light—at least the tennis racket seemed to have a large sweet spot that made it easy to volley back and forth with Mario and his friends. Created by the same developer that made Mario Golf, Mario Tennis featured intuitive play control, fun graphics and lots of potential competition. As in Mario Golf, there were plenty of special tournaments and players will be able to trade data between the N64 and Game Boy Color versions. Of all the games in Nintendo's booth, Mario Tennis always had a huge crowd waiting for a chance to play.

Mickey Mouse made his 3-D gaming debut in Mickey's Speedway USA, another title being developed by Rare. Think Mario Kart, or Diddy Kong Racing, but with big ears and lots of talking going on between the racers. Easy play control and surprising depth, not to mention the popularity of its namesake character, will turn Karter into a juggernaut this holiday season.


Banjo-Tooie


The Legend of Zelda: Majora's Mask

Perhaps the biggest surprise of the show was the classy, mature thriller from Silicon Knights—Eternal Darkness. Rich graphics and a richer story and game concept will spell hours of tension, intrigue and pleasure for adult gamers this October. (Meet the makers of ED on the next page.) As for The Legend of Zelda: Majora's Mask, you can read more about the upcoming Nintendo classic in this month's special preview. The same is true of Banjo-Tooie, Rare's stunning sequel to the award-winning bear and bird combo. Perfect Dark you know about already, and chances are you've already seen it for yourself. And Paper Mario, which is the new title for Super Mario RPG 2, which debuted at E3 and surprised countless gamers with its unusual graphics and fun game play. In all, it was an E3 to remember for Nintendo.

ANDY'S PICKS

I was totally blown away by the awesome games in Nintendo's booth. It's impossible to pick a favorite, but if the booth caught on fire and I could save only one game, I'd be running like a lunatic clutching a copy of Mario Tennis. Zelda and Dinosaur Planet are amazing adventures (and I plan to conquer them both), but the four-player action in Mario Tennis is just too fun to see go up in flames. There's a reason the Mario Tennis area was always jam-packed with gamers: It's easy to play and impossible to put down. Keep your eyes peeled for www.mariotennis.com.


Mario Tennis



Meet Silicon Knights

From Canada to California may seem like a long way to go, but that's nothing compared to the trips that Ontario developer Silicon Knights has in store for gamers on the N64. At E3, *Eternal Darkness* stepped into the bright lights for the first time, wowing players with sound and dialogue that seem almost cinematic, a story that spans thousands of years, graphics that make the N64 look like a next-generation über box and game play that goes beyond anything ever seen in a 3-D thriller. And while ED became an instant hit at the show, the development studio that created it earned a very special honor, becoming one of the elite second-party developers working exclusively on Nintendo titles. Just prior to the show, Silicon Knights joined Rare, Left Field, Retro Studios and NST as a member of Nintendo's game development brain trust. When Nintendo Power met up with Denis Dyack at E3, the president of SK talked about Eternal Darkness, the creative environment at Silicon Knights and even how studying Shakespeare helps SK make better games.



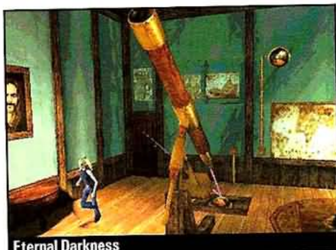
Eternal Darkness


Eternal Darkness

The Crusade

Silicon Knights began its quest to make outstanding games back in 1992. According to Denis Dyack, "the name Silicon Knights represents our desire to be the champions of quality games." Like knights in shining armor, the Silicon Knights are dedicated to an ideal, although SK's ideal has more to do with creating great game play than rescuing damsels in distress and its armor is made of silicon chips instead of steel. The company earned a reputation for innovative game play and dazzling graphics with its 1996 release of Blood Omen: The Legacy of Kain for PSX. One of the reasons that Silicon Knights continues to excel is that the core development team has stayed together since the beginning. Working together for eight years has helped the artists, designers and programmers learn to communicate and even anticipate each other's needs and ideas. SK games also stack layers upon layers of depth. "Shakespeare's philosophy was to include several layers of meaning," Dyack told us. "There would be lots of action and rude jokes for sheer entertainment value, but at deeper levels there would be stories within stories, character studies and historical contexts that made his plays much richer than the surface action alone. In our games, we have action and great graphics to pull people in, but there's an epic story, too." Dyack also talked about SK's new relationship with Nintendo. "Working with Henry Sterchi and the other guys at Nintendo has really helped us on Eternal Darkness," he said, adding, "One of the great things about working with Nintendo is that we have the same philosophy. Both companies are dedicated to making the best games possible."


Eternal Darkness


Eternal Darkness


Eternal Darkness


Eternal Darkness

JASON'S PICKS

Nintendo is coming of age with the gonzo and Goth gaming of Conker and Eternal Darkness, but Mario Tennis, although more characteristic of Nintendo, managed to be the real showstopper. The crowd around the game never let up, and rightly so—Mario Tennis is fast, frantic and everything I'd expect from Camelot, the developer behind Mario Golf. Ubi Soft's Donald Duck also gets my nod for being spot-on Disney in every way, and I'm intrigued by Cat Roots, if only because no one seems to know anything about the cat-and-mouse romp.



Donald Duck

DAN'S PICKS

I found it difficult to pick one favorite from the games on display at E3. Games like The Legend of Zelda: Majora's Mask, Dinosaur Planet and Pokémon Gold & Silver promise many hours of outstanding game play. But the game I am most looking forward to is Conker's Bad Fur Day. The hilarious cinema scenes bore repeated viewing, and the game play was surprisingly intuitive. Rare is going boldly where no Nintendo system developer has gone before with this one, and they're pushing the limits of the N64 hardware.



Conker's Bad Fur Day



Eternal Darkness

Out of the Darkness

Eternal Darkness follows in the epic tradition of Blood Omen: Legacy of Kain, but the N64 thriller pushes the boundaries of game depth and cinematic storytelling much farther. Dyack noted that games such as Resident Evil have a B-rated horror film quality. "Survival horror games are about the shock value, not depth of play," Dyack said. "The theme of Eternal Darkness is about how mankind confronts extremely dangerous situations and overcomes great difficulties. We studied masters of horror such as Edgar Allan Poe and H.P. Lovecraft, and we extensively researched the periods of history that make up the settings for the game including ancient Rome, World War I and right up to Desert Storm." Music and sound effects also help set the spooky mood, and spoken dialogue is a huge part of the game. A centurion in the Roman period actually begins speaking in his native Latin, which then transitions into English.



Eternal Darkness



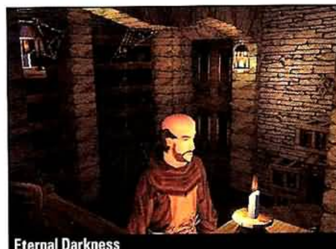
Eternal Darkness



Eternal Darkness

Insane Play

The result of all this intensive development is a game that truly messes with your mind...in a fun way, of course. The "Sanity Meter" might be the most innovative game concept of the year. Designed as a means to keep players thinking on their toes, the Sanity Meter increases whenever you're detected by an enemy, and it decreases whenever you defeat enemies. Strange things begin to occur as your Sanity Meter increases. Rooms may seem to change each time you enter them or your items may suddenly vanish, then reappear later. If you sneak around and avoid detection, you'll avoid building up your Sanity Meter, so stealth becomes an important tactic. Players must also make many choices—it's not all battling ghouls. The Roman centurion encountered early in the game requires you to choose one of three futures in the Doom Decision Room. Everything in the game that follows depends on which glowing orb the centurion takes. "The puzzles aren't gratuitous," Dyack pointed out. "They actually help tell the story, and later in the game they become important." This sort of depth is everywhere in Eternal Darkness. On the surface it may seem like a horror game, and the Halloween release date seems to support that, but at its heart, Eternal Darkness is a game of epic proportions, and Silicon Knights is just getting started.



Eternal Darkness

E3 NOTABLES:

Most Approachable Celebs: Tony Hawk. Also, Gary Coleman, who was actually there to play games and not on duty as security

Most Questionable "Celebs": MTV "Where Are They Now" candidates, Ricki Rachtman and "Downtown" Julie Brown hosting Infogrames' skateboard and freestyle bike halfpipe stunts

Best Photo Op: The Olsen twins greeting fans in Acclaim's ECW wrestling ring

Booth Most in Need of Ventilation and Some ReNuzit: Microsoft's X-Box theater

Funniest Moment: The AIAS's "Whassuuuuup" spoof starring Mario, Pikachu, Duke Nukem and Lara Croft

Big Surprise License: Adam Sandler's Little Nicky for Ubi Soft (!)

Best Free Popcorn: Vatical

Biggest Letdown: No beverages given away with the popcorn at Vatical

Best Ad on Wheels: THQ's Mystery Machine minivan

Most Nostalgic Booth: NAMCO's area/shrine to Ms. Pac-Man

Best Non-Nintendo Game: Dreamcast's Samba de Mi Amigo

Best Booth: Nintendo—aside from the stellar games, there were lots of game stations, room to walk and places to sit, Conker's bar, Pokémon galore and a laser show

Best of the Rest

There were a few third-party surprises that showed up in the Nintendo booth, as well. *Cat Roots* was a video-only clip with 3-D cartoon cats and mice created by a development team in Japan. The piece of animation wasn't actually a game. Rather, the developers hoped to solicit comments from the people who saw it to determine if they should turn it into a game. *Madden NFL 2001* was present in Nintendo's booth, as well, although it didn't show up at EA Sports'. The two LucasArts games, as predicted by Power, appeared at the last minute. Literally, moments before the doors at E3 opened, *Indiana Jones and the Infernal Machine* and Star Wars: *Episode I: The Battle for Naboo* were being shown to Nintendo product demonstrators for the first time.


Lego Racers


Jungle Book



Rugrats in Paris

Beyond Nintendo, dozens of other N64 and Game Boy Color titles dazzled the crowds at third-party booths. *Disney's Donald Duck* at Ubi Soft played right beside the PS2 version of the same game, and there was hardly any noticeable difference. EA Games' N64 version of *The World Is Not Enough* also compared well to other console versions. The expectations for the game are sky high, but it seems that the development team at Eurocom is doing a great job of creating the next first-person Bond extravaganza.

THQ had an early version of *WWF: No Mercy*, which used the same engine as WWF: Wrestlemania 2000, and it should be another huge hit this fall. *Rugrats in Paris* focused on a young audience, and it was a huge improvement over the Rugrats Board Game from a year ago. *Scooby-Doo* also looked young, and the 3-D graphics brought the classic cartoon to life, and the game play included cleverly disguised action minigames to keep things hopping. But most impressive was the latest version of *Aidyn's Chronicles: The First Mage*, which is a true epic RPG with more depth than a gold mine. *Ogre Battle 64*, now in English, also looked like the promised land for RPG gamers. *Mega Man 64*, *Army Men: Sarge's Heroes 2*, *NFL Blitz 2001* and *Rush 2049* could be big winners, as well. *Spider-Man* for the N64 wasn't present, but the PSX version, with similar play and inferior graphics gave at least a taste of what we should expect. For one thing, Spidey has the power to climb on every wall and ceiling, dropping down from above on unsuspecting baddies, plus the webbed avenger will come equipped with a great assortment of spider specials like a shield and a swing that lets him practically fly through Manhattan. At Kemco, another superhero stepped forward. The futuristic *Batman Beyond* was very early, but the art in the brawler faithfully recreated the look of the animated series.



Batman Beyond

As for Game Boy Color, there were so many titles appearing or being announced that it is impossible to discuss even a fraction. The highlights were *Pokémon Gold & Silver*, *Perfect Dark* and *Donkey Kong Country* at Nintendo. All of the Disney properties at Ubi Soft were stunning, although the game play was fairly simple, platform-based stuff. Activision and Infogrames had equally impressive lineups for Game Boy Color. *Lufia* and *Return of the Ninja* both promised quality and depth of play from Natsume. Surprising everyone, LEGO had three Game Boy Color titles: *LEGO Racers*, *LEGO Action Team* and *LEGO Island*—the first two are due to be released this fall, and LEGO Island is scheduled for early 2001. Only very early versions of the *Powerpuff Girls* games were viewable, but Bay Area Multimedia has some fun ideas, including lots of extra passwords that will be available in contests and on the Internet. Hiding in the wings was a demo version of *M&Ms Madness* from Majesco, a platformer starring the melt-in-your-mouth candies. And we learned that *Sabrina, The Teenage Witch* was also on her way to Game Boy Color.


Star Wars: Episode I: The Battle for Naboo

Zelda & Beyond

Before the doors opened at E3, Nintendo Power was lucky enough to sit down with three creative stars from the EAD development group at Nintendo in Kyoto, Japan. Eiji Aonuma is the director of The Legend of Zelda: Majora's Mask. Takashi Tezuka, best known for directing the development of Yoshi's Story and producing other EAD games, joined the discussion along with Shigeru Miyamoto, whose vision of game play drove the design of the latest Zelda adventure. To find more of the interview, turn to the special Zelda preview in this issue.

NP: How were you able to develop this game so quickly?

Mr. Aonuma: Well, since Majora's Mask uses the same game engine as Ocarina, this eliminated a lot of development time. Actually, fewer people were assigned to the Majora's Mask project than Ocarina of Time. The key project people from Ocarina were assigned to work on Majora's Mask.

Mr. Tezuka: In addition to the returning team, five new developers straight out of college were hired to work on this new Zelda adventure.

NP: Since you gave the Director's role to Mr. Aonuma, have you found it hard to be away from the development process?

Mr. Miyamoto: Well, I've been making games this way for years. It's really just a matter of to what extent I am involved in the day-to-day development. In this case, I worked with Mr. Aonuma to establish the basic principles of the game, then I left it to him to execute them. In a sense, we built a table together, and I've given him the freedom to put his own ideas on that table. As long as the table is still there when the game is finished, I'm happy.

Mr. Aonuma: We've learned so much from Mr. Miyamoto already that we don't need much guidance.

NP: Do you plan to create other sequels like Majora's Mask with Nintendo's other star characters like Mario or Star Fox?

Mr. Miyamoto: I'm a little concerned that the company might ask us to do that to increase the bottom line! [laughs] We thought that Ocarina of Time was a great game, but we truly believed that we could do more amazing things with the game engine. In Star Fox 64, for example, I believe that we accomplished all that we could in that game. Because of that, we would not consider creating a sequel until the release of Project Dolphin.

Mr. Aonuma: We will be able to use a lot of what we've learned in creating Majora's Mask while working on Dolphin projects.

Mr. Miyamoto: Who knows, on Dolphin, we might make it a requirement to make at least one sequel of major titles.

NP: How do you feel about Rare's great offerings here at E3?

Mr. Miyamoto: We are very thankful that Rare is creating such great games. Rare has done a lot for the gaming industry. All of


Left to right: Mr. Miyamoto, Mr. Aonuma, and Mr. Tezuka.

Rare's games are 3-D, but they all have very different game play. They are encouraging us to create a different genre of games that departs from 3-D adventure gaming.

NP: Do you plan on developing any games that are designed for a mature audience?

Mr. Miyamoto: We might make some games like that, but they will be different from Conker. Perhaps if we get a new game director with slightly different tastes, it could happen.

NP: What else are you working on?

Mr. Miyamoto: We've been finishing up Mother 3 and Mario's Story. I've also been working on games for the launch of Dolphin. One title is really a new genre of game—what we are calling a "communication" game, which we hope to finish this summer. We're working on new franchise characters, as well. The Dolphin launch titles must be perceived as new and exciting.

2001 & A Space World Odyssey

Nintendo of America's President, Minoru Arakawa, and Executive Vice President of Marketing, Peter Main, addressed the press prior to the show, pointing out that about 90% of the six-billion-dollar-plus video game industry will be generated by currently existing console systems in 2000. In 2001, the real odyssey of transition will begin, because that's when Dolphin and Advance will debut. Mr. Arakawa told everyone to look ahead to August 25th, the day when Nintendo opens its annual SpaceWorld trade show in Japan. There the interactive world will catch its collective breath as Nintendo reveals the future of gaming.

SCOTT'S PICKS

Dinosaur Planet was my top pick. I could have spent all three days right there. Actually, that's not true, because I did spend more time playing Eternal Darkness. I was also dying to play The World Is Not Enough at EA. The latest Bond shooter is everything I had hoped for—excellent graphics and an interface that any GoldenEye fan will slip into without missing a shot. Aidyn Chronicles from THQ also looked tempting, but it wasn't quite playable. As for the other guys, Sega had a rocking booth, and I was a bit shocked that the only exceptional PS2 title, Konami's Metal Gear 2, likely wouldn't be released until after Dolphin.


Dinosaur Planet

One of the greatest adventures from the classic library of the NES has arrived for Game Boy Color. Nintendo Software Technology Corporation breathed new life into the sprawling SNK epic so today's generation of gamers can enjoy the magic.

Crystalis™



A World Under Siege

From the ashes of global war arose a new world in which magic played a key role. Hoping to enslave the unwary, the evil Dragonia combined magic with technology and began a reign of terror. Opposing Dragonia were four enlightened sorcerers who created four elemental swords to challenge their enemy. When combined, those swords would become the ultimate Sword of Crystalis, which legend told would be wielded by a magician warrior.



The swords in Crystalis aren't simple weapons of steel. They grow in power and gain new attacks. Specialty attacks may be necessary to defeat some enemies.



Wise sorcerers such as Zebu will grant you the use of new spells when you prove your worthiness. You'll use Magic Points to cast your spells.



Throughout your journeys, you'll meet people who look to you for help. If you aid them, they may give you an item or information that you require.

Magic on the Menu

Refresh Refresh adds to your HP while using up two MP. Cast wisely during battle—the spell keeps you on your feet.	**Telepathy** For a cost of eight MP you can consult with any of the four sages, Tornel, Zebu, Asina and Kensu. They'll give you sage advice.	**Teleport** For a cost of 20 MP, you can instantly teleport yourself to any of the towns that you've visited previously in the game.	**Paralysis** Freeze your enemies for several seconds using the spell of Paralysis. Each paralyzing shot will cost you four MP.
Recover For a mere 24 MP, you can recover from being poisoned, paralyzed or turned into a stone statue.	**Barrier** Barrier prevents enemy shots from hitting you, but at five MP for every second of protection, the cost is high.	**Change** Sometimes you need to wear a disguise. Cast the Change spell for 20 MP to turn into Stom, Akahana, a soldier, or a woman.	**Fly** Flight time is expensive at three MP for every second of time spent in the air, but the spells lets you fly over barriers.

Cordell Plains, North



The Adventure Begins

Near the town of Leaf, a strange sight frightens a local man. It is the appearance of a human being stepping out of a cave in the mountainside. After a long, cryogenic sleep, you have returned to the world just in time to save it.

Cordell Plains, South



PART 1: VALLEY OF THE WIND



Talk to everyone in Leaf to learn about topics of local interest, then visit the man in the upper left-hand house. He'll give you the Sword of Wind and tell you about the second warrior, Mesia, who has yet to awaken.



Get the Alarm Flute in the East Cave then go to Zebu's Cave and talk to the magician. He'll ask you to help out by starting the windmill. At the Windmill Cave, wake up the miller using the Alarm Flute and get the key.



With the key, you can start the windmill. Once the windmill is operational, return to Zebu to receive the Refresh spell as a reward. After that, search for the Ball of Wind in the cave at the upper-left corner of the valley.



In the Sealed Cave where you get the Ball of Wind, you'll also run into the Vampire that you heard about in town. The bloodsucker isn't hard to defeat, and when you do you can pick up the Rabbit Boots in the chest.

PART 2: THE CORDELL PLAINS



2.1 In Brynmaer, talk to Akahana and learn about his lost statue. Leave the town and look for a bridge. On the far side of the bridge, walk around in the grass to find the statue, then trade it with Akahana for the Gas Mask.



2.2 Beyond Brynmaer, follow the mountains past the cave until you reach Tornel's Training Studio. Defeat Stom to earn the Telepathy spell, then head to the swamp, using the Gas Mask for protection, and look for the town of Oak.



A distraught woman in Oak has lost her child, and she wants you to go find him. If you find the lost child in the swamp and return him, you'll get the Insect Flute. The man in the upper house will give you the Sword of Fire.



Look for a large open area in the swamp. It's down, right and up from Oak. Once there, use the Insect Flute to call the Giant Bug. Attack it using the Sword of Fire. If you win, you'll earn the Ball of Fire power-up.

PART 3: MT. SABRE



Look for the entrance to Mt. Sabre in the lower-left corner of the Cordell Plains South. Use the Rabbit Boots on the ice slides and the Sword of Fire when you reach ice walls. You'll find the Tornado Bracelet.



Wind through the mountain maze to find Tornel and get the Teleport spell. Use the spell to return to Leaf. Back in Leaf, head to the shed and talk to the rabbit. You'll learn about the missing villagers and your next quest.

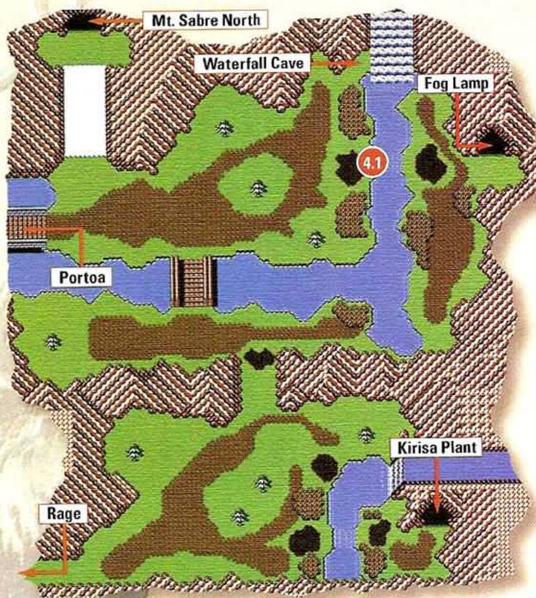


Teleport to Oak and go to Mt. Sabre North. Stay at Nadare's Inn, then continue to the cave. Inside, find the prisoners and General Kelbesque. You must be at Level 7 or higher to defeat the general and get the Flame Bracelet.



While searching for Kelbesque you'll find the Prison Key behind a wall of ice. Use the Sword of Flame to melt the ice. After defeating the general, use the key to enter the locked gate where you'll get the Paralysis spell.

The Rivers of Portoa



PART 4: THE RIVER KINGDOM



In Portoa, visit the fortune-teller, then the queen (through the center door) and then the fortune-teller again. Do this several times, paralyzing guards to get to the queen, until the queen gives you the Flute of Lime.



Outside Portoa, to the north and west, you'll find a waterfall and a path behind it. When you encounter the stone people, restore them using the Flute of Lime. Melt the ice wall further on and get the Sword of Water.



Head left from the chest where you found the Sword of Water until you reach the river, then look for the stairs and three-way intersection. Take the left-hand path, use the Flute of Lime on Akahana and get the Shield Ring.



Return to Portoa after getting the Shield Ring. Stay overnight, then go east and south until you reach Lime Tree Lake. There you'll find Rage, a fellow who will give you the Ball of Ice. Head back to Portoa and get a Medical Herb.



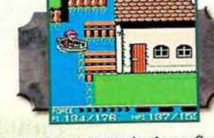
Talk to Asina in the room near the bridge to get the spell of Recover. From there, go west and north until you reach the sick dolphin. Feed the dolphin your Medical Herb. It will give you the Shell Flute.



Using the Sword of Water to make ice bridges over rivers, head east from Portoa until you reach a cave. Explore the maze inside until you find a chest. Inside the chest is the Fog Lamp. Head back to Portoa.

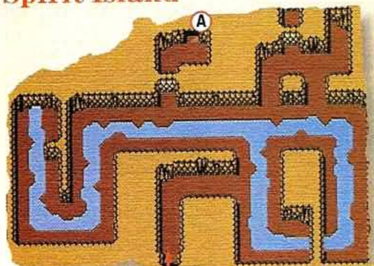


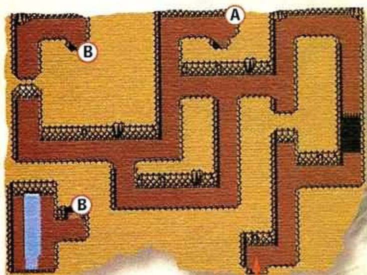
From Portoa, walk south and east and pass through the mountains. On the other side, cross the river and enter the cave to the east. When you get outside again, walk around the upper-right bushes to find the Kirisa Plant.



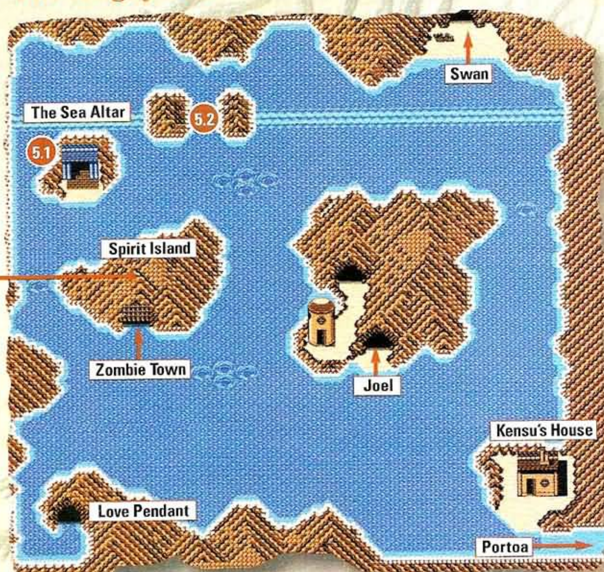
It's time to go to the Angry Sea. Return to Portoa and look for a building on the far west side of town. Give the Fog Lamp to the man inside, then take a boat ride to the Angry Sea.

Spirit Island





The Angry Sea



PART 5: THE ANGRY SEA



Nintendo's Dolphin system may still be on the way, but in Crystalis you can ride a dolphin today to find the Love Pendant. Blow on the Shell Flute to call your mount, then swim to the southwestern cave and look around.



Hitch a ride on Flipper and head to the large, central island. Enter the southern cave to find the town of Joel. Talk to Ralph and get the Necklace of Fire from a girl in town. It will open the gate of Spirit Island.



The Iron Necklace is hidden deep inside a cave on Spirit Island. Look for narrow places to create ice bridges across the river. Follow the map above to the small area connected by the B Stairway. The necklace is in a chest.



The road to Zombie Town is in the cave on Spirit Island. In town, look for the four-way intersection and go all the way to the right and up. Defeat the Vampires then attack the disguised Sabera to win the Broken Statue.



Your only warning that Ghosts are nearby in the castle north of Zombie Town will be the shadows they cast. Hit the Ghosts with a level-three shot to make them visible. You'll earn 1,000 experience points by defeating them.



Return to Zombie Town and talk to Clark in the cellar of the lower-left house. Take the Eye Glasses and go to Joel. In the woodshed, use the glasses to find the passage to the Lighthouse where you'll find the Glowing Lamp.

5.1



Your next task is to calm the Angry Sea. The Glowing Lamp has the power to repair the Broken Statue and turn it into the Gold Statue. Take the Gold Statue to the island in the far northwest and place it on the Sea Altar.

5.2



Back on your dolphin, swim between the twin rocks at location 5.2. Asina will give you the Barrier spell. Continue on above the waterfall to the beach in the northeast. The cave behind the beach leads to Swan.

PART 6: A COASTAL TOWN



In Swan, talk to Stom in the woodshed. Then paralyze the soldier in the pub and talk to him. In the building to the right, use the Paralysis spell on the person who turns out to be Kensu to get the spell of Change.



Teleport back to Brynmaer and head south to the mountain pass and Amazones. Use the Change spell to transform into the woman, then seek out the queen and give her the Kirisa Plant. She'll give you the Bow of Moon.



After your audience with the Queen of Amazones, look for the stairs behind the throne. Downstairs will be a chest that contains the Blizzard Bracelet, which is yours for the taking.



Teleport back to Swan and use the Change spell to transform into a soldier. In the disguise, you'll be able to walk past the guards at the exit gate to the west of town, and that means that you can reach Mt. Hydra.

Mt. Hydra

Cave of Styx

Bow of the Sun

Shyron

Swan and Goa

PART 7: MT. HYDRA



The town of Shyron is your next stop. Work your way past the lava by making bridges with the Sword of Water. In Shyron, you'll meet up with your allies. In particular, you should talk to Zebu to receive the Key of Styx.



Leave Shyron heading east to the cave. Wind your way through the maze to the gate where you'll use the Key of Styx. Take the right branch at the intersection in the hall and defeat the witch who is blocking the door.



You'll have to build several bridges to cross the river and reach the hallway with the spikes. Use the Rabbit Boots to hop across the spikes. Go straight and look for the chest with the Sword of Thunder.



Exit Mt. Hydra on the route to Goa. When you reach Goa, you'll hear about the attack on Shyron. Return to Shyron and defeat Mado to get the Ball of Thunder. You should be at least at level 11 and use the Sword of Water.

PART 8: GOA



From Goa, head south to the desert and the Oasis Cave. Inside, you'll find the Power Ring and Leather Boots. The Power Ring is deep inside the cave, but the Leather Boots are easier to find.



Head back to Goa and use the Change spell to transform into Zebu. Talk to the girl in the house in the northeast part of town. She has been holding the Warrior Ring for you, or for Zebu, and she'll give it to you.

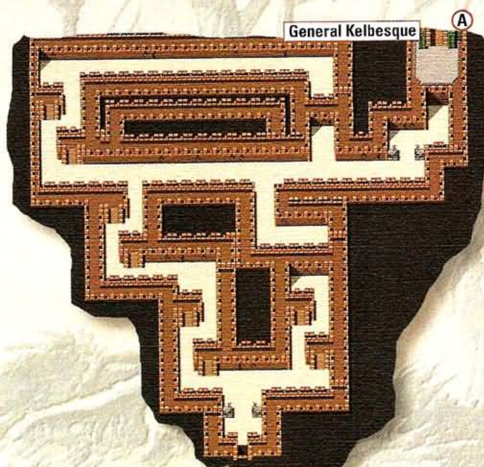


Your next task is to defeat General Kelbesque once again. Enter the fortress at the north end of Goa, using the Barrier Spell to avoid the attack of the shooting statues, and defeat the stone face using the Sword of Thunder.



Not only does the general appear, but all the other bosses do, too. You'll have to defeat all of them to win the Opal Statue. Fortunately, you'll have some help. Between rounds, a magician will restore your HP.

Fortress of Goa—General Kelbesque

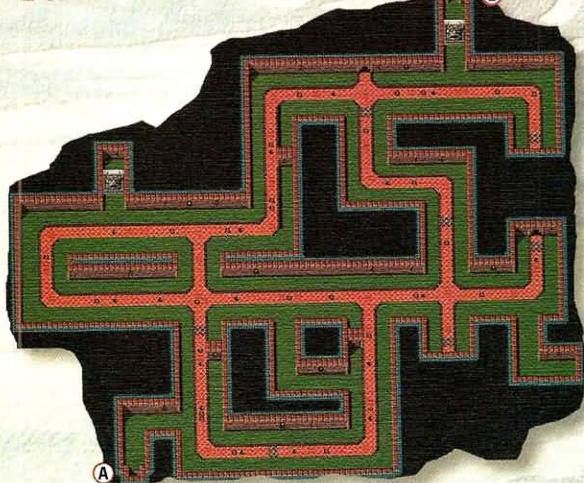




Fortress of Goa—Mado



Fortress of Goa—Sabera



The Deadly Desert



PART 9: THE SANDS



After defeating Karmine, use the Ivory Statue to restore Kensu and get the Flight Spell. In Mt. Hydra, fly over the river beyond the second witch to get the Psycho Shield. The Bow of Sun is found by flying, as well.



In the original Crystalis, you needed to get a pendant from a rabbit named Deo. No more. Go to Sahara and change into Stom. In the small house, your father will give you Stom's Pendant, which helps restore MP.



10.1 After staying at the inn, buying supplies and saving the game, leave Sahara by the eastern route and go to the Pyramid. Use the Flight Spell to reach the entrance. You'll battle Dragonia then get the Bow of Truth.



10.2 Fly to the entrance of the Basement structure north of the Pyramid. Inside, use the Bow of Moon against the foe with the moon symbol above it and the Bow of Sun against the other statue. Find the warp to the tower.

PART 10: THE SKY TOWER

The final challenge is in the Sky Tower, accessible only through the warp in the Basement. There you must defeat DYNA, meet Mesia, get the Crystalis Sword, then battle Dragonia again. Once you enter the Sky Tower, there's no going back, so make sure you're well-supplied.



You'll reach the Sky Tower through the Basement. Use the Barrier spell when crossing the spikes and just bypass the enemies. Search for DYNA inside the Sky Tower. Be prepared for a host of mechanical enemies.



Perhaps the most useful tip for the brutal tower battles ahead is this: Use the Psycho Armor to regenerate HP and Stom's Pendant to recharge your MP. Just find a safe place and hang out until you are restored to full power.



DYNA was the final boss in the original Crystalis, but not this time. After beating the mechanical monster, Mesia will appear and you'll get the Sword of Crystalis. Still ahead lie a transporter maze and Dragonia.



A New Ending

In the new final level of Crystalis, you must go outside the tower and use the Sword of Crystalis to battle your way to Dragonia. It's a fitting end for a legend among epic games. Whether you're a Crystalis veteran or newbie, the GBC version is too good to be missed.

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monster [illegible]. Collect all of the cards
and put your monster's skills to the test as
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- YOUR CHOICE OF A POKéMON STADIUM OR POKéMON SNAP GAME PAK FOR N64

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NINTENDO POWER
PLAYER'S POLL VOL. 134
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by 8/1/2000. Nintendo is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Nintendo's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 8/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Nintendo will attempt to notify winners by mail by 9/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Nintendo's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that Nintendo may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/15/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One (1) entrant will win a Pioneer projection television, DVD player, surround-sound audio system, Nintendo 64 game system, Pokémon Stadium and Pokémon Snap for N64 and one (1) copy of each Pokémon video available on DVD at the time of the drawing. Model of television, DVD player and audio components to be determined by Nintendo. Approximate retail value (ARV) of Grand Prize package is $4,000. Second Prizes: Five (5) entrants will each win their choice of three (3) Pokémon videos on DVD or VHS and their choice of either Pokémon Stadium and Pokémon Snap for N64, ARV: $100. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. All federal, state and local taxes, duties, customs fees or any other taxes associated with the receipt of any prizes are the sole responsibility of the winner. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Nintendo, Pioneer Electronics and their affiliates, directors, officers and employees (collectively, Released Parties) from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). If you are a minor, your parents or legal guardians agree to indemnify each of the released parties from any such claims, cost, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and Nintendo's decisions, which are final. Nintendo may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond Nintendo's control affect the administration of the sweepstakes or Nintendo otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The sponsor of the sweepstakes is Nintendo of America Inc., 4820 150th Ave. NE, Redmond, WA 98052.

HEROES OF MIGHT AND MAGIC

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RECRUIT VALIANT HEROES, RAISE MIGHTY ARMIES AND CREATE MAGNIFICENT CASTLES IN HEROES OF MIGHT AND MAGIC, 3DO'S MYSTICAL STRATEGY GAME FOR GAME BOY COLOR.



The goal is simple—conquer everything in sight. That task is difficult enough, but gather your courage, for three mighty warlords arise to challenge you and they will fight to the bitter end. Before you can conquer anything, you must prepare, and so you gather resources, find champions, build an army and construct fortresses. You start small, with a single hero and his or her modest army. When you have enough money, improve your stronghold, find more heroes, better your armies and increase your land holdings. Only then will you be ready to fight and conquer. The goal might be simple, but reaching it certainly isn't.





The Might Stuff

Many different creatures live within the lands you are exploring. You can add areas such as armories and cathedrals to your towns and castles to produce creatures that you can recruit for your armies. Those creatures will also defend the towns even if there are no heroes around to lead them.



Archer

Each Archer can take 12 shots, but, with only 10 HP, it may not get to take them all.



Cavalry

Cavalry is fast and deals plenty of damage. It has 30 HP and is a step up from a Swordsman.



Centaur

The hoofed one has medium speed, low attack power and only five HP, but it's extremely cheap to recruit.



Cyclops

The one-eyed wonder has 80 HP, good attack power and a 20% chance of paralyzing its enemies.



Dragon

With 200 HP the dragon is the thickest-skinned warrior. Its attacks are powerful, and it is immune to magic.



Druid

The fast Druid has 25 HP, but it can take only eight medium-powered shots.



Dwarf

Slow and somewhat resistant to magic, the Dwarf has 20 HP and low attack power.



Elf

The slight shooter can take two shots per round, but they won't do much damage. It has 15 HP.



Gargoyle

The winged grotesque is exceptionally fast, but its attacks aren't very powerful and its HP is only 15.



Genie

There is a slight chance that a Genie's attack will halve the size of an enemy's unit. The Genie has 50 HP.



Ghost

Any kills a Ghost makes will turn into Ghosts, too. Ghosts have 20 HP and low attack power.



Goblin

A Goblin may ask to join you. With its low attack power and three HP, it won't be much help.



Griffin

Its unlimited retaliation ability, combined with its 25 HP, make this creature a solid choice.



Hydra

Attacking in all directions, the Hydra is a fearsome, if slow, foe. It has 75 HP, and its enemies won't retaliate.



Minotaur

The Minotaur is a medium-powered creature across the board with 35 HP and decent attack abilities.



Nomad

Use a Nomad for fast attacks to finish off already weakened enemies. It has 20 HP.



Ogre

The slow Ogre has 40 HP and is best in battles with other plodding creatures. It's good for backup.



Orc

The sluggish Orc has low attack power and only 10 HP. It is best used as cannon fodder.



Paladin

A fierce warrior, the Paladin has 50 HP and great attack power. It also attacks twice per round.



Peasant

The slow, weak Peasant has only 1 HP, so don't count on it to win many battles for you.



Phoenix

If you can afford a Phoenix, get one. At 100 its HP is quite high, and its attacks are very powerful.



Pikeman

The Pikeman must get close to its enemies to attack. It has only 15 HP, and its attacks are relatively weak.



Rogue

Enemies can't retaliate against the slick, quick Rogue. It has only 4 HP, though, so it won't last long.



Sprite

The fluttering warrior is not strong and has only two HP. Enemies can't retaliate against it, though.



Swordsmen

The shielded warrior has strong attacks, medium speed and 25 HP. It's expensive but a good buy.



Troll

The expensive Troll has 40 HP and mediocre attack power. It does regenerate, however.



Unicorn

Enemies may be blinded by the mythical Unicorn. It can take a fair amount of damage with its 40 HP.



Wolf

The quick Wolf has 20 HP, and it attacks twice per round, giving its medium-powered attacks more bite.

A Heroic Start

You start with very little, so your first challenge is to build up your towns, armies and resources. Try to be patient; it will take a while to earn enough money to improve your town, which will produce more creatures for your army. Explore the lands around you to find more resources and gain experience. Try not to fight anyone during the first few weeks—you will lose.

Combat Spells

Anti-Magic
Protects a troop from all spells

Armageddon
Inflicts 50 times the spell's power on all troops

Berserker
Sends troops to attack the nearest troops

Bless
Makes troops inflict maximum damage

Blind
Renders troops capable of retaliating only

Cure
Lifts negative spells from friendly troops

Curse
Causes troops to inflict minimum damage

Dispel Magic
Removes all active spells on all creatures

Fireball
Inflicts 10 times the spell's power on certain troops

Haste
Troops become faster

Lightning Bolt
Inflicts 25 times the spell's power on one troop

Meteor Shower
Inflicts 25 times the spell's power on certain troops

Paralyze
Stops troops from retaliating

Protection
Gives troops three defense points

Resurrect
Brings 50 dead soldiers back to life

Slow
Makes troops move only one space and act last

Storm
Inflicts 25 times the spell's power on all troops

Turn Undead
Destroys one troop of undead creatures

Explore



Try to recruit three or four heroes and spread them out in different directions, covering as much of the territory as fast as you can. Keep track of your enemies and the locations of resources so you can return to them as needed.

Construction



You can build something in your towns and castles every day, as long as you have the proper resources. Build the training centers that produce fighters first, then the well, the Mage Guild and, finally, the Tavern.

Provisions



The farmer and the mill keeper will pay tribute to a hero weekly—make sure it's your hero that reaps the benefits of the townspeople's hard work.

Times Two



You can save time by walking a wizard and a warrior side by side. The heroes will complement each other, and you won't have to backtrack as much.

Free Forces



Remember the dwellings where Goblins, Peasants and other creatures who have offered to join you reside, and return there every week for more recruits.

Use Caution



Try to explore new areas without getting into fights until your heroes have sizeable armies to lead. A well-armed enemy will clean out your purse completely.

Budget



Budget your money, especially near the end of the week. You will be able to afford more soldiers as they replenish at the beginning of each week.

MAGICAL MIDGAME

Continue your recruiting and building, and try to secure several castles. Send your heroes out as far as you can, but remember to keep some near your castles, at least until they have strong armies. It may seem a bit repetitive, but remember that your enemies are building their forces and strengthening their castles, so you have to do the same.

COUNTERATTACK





If you lose a castle to an enemy, go back to the castle the same week it was attacked and try to take it back. The troops will be weakened in both strength and numbers from the last battle, and it will be much easier to defeat them. You will also know what to expect from the defending army and be ready with the right troops to fight it.

FIRST STRIKE



When you think you're ready, attack a weak enemy, such as those guarding the mines and other resources. You will learn the strengths and weaknesses of your army.

GAZEBOS



As you add more heroes to your forces, make sure you stop at the gazebos your other heroes have already visited. The Knights within these gazebos will raise each new hero's experience points by 1,000. Old heroes can't revisit the gazebos to gain more points.

CAST A SPELL





Sorceresses and Warlocks have spell books, and other heroes can buy them at the Mage Guild in one of your towns or castles. Once a hero has a spell book, he or she can cast a spell to aid them in their travels and in their battles. Upgrade your Mage Guild to earn more spells.

SWIFT



Gather troops, resources and funds as quickly as possible by keeping track of their various locations. Try not to waste any turns or your enemies will overtake you.

KEEP CLOSE



If you can keep a few of your heroes just a day's walk from each other, you can trade troops between them, making it much easier to defeat enemies. Try not to keep all of the power with just one hero.

RATION YOUR RESOURCES





It is fine to have a lot of heroes, as long as they are all relatively well equipped. Your heroes all need troops, but so do your towns and castles. Don't sacrifice one for the other. Make sure each hero has enough troops to battle if he or she is more than a day's ride away from the nearest castle or town.

PROTECTION



If you see an enemy lurking near one of your castles or towns, you may want to recruit a hero specifically for that area—if you have enough resources.

DIVERSIFY



When selecting soldiers for your castles and towns, try to have a few of each type of warrior. For example, three Archers and three Pikemen will defend your castle longer than six Pikemen will, because an enemy has to attack each type of warrior separately.

CONQUERING HERO

The most difficult part of your mission comes when you are ready to attack your enemies and take their holdings. Enemy towns and castles are well defended, and your enemies will have been strengthening their defenses. Your enemies will start to attack your holdings as well, and your attention will be pulled in many different directions. Make sure your heroes, towns and castles all have plenty of warriors backing them up.

ADVENTURE SPELLS

IDENTIFY HERO
Reveals an enemy's statistics and troop size

SUMMON BOAT
Summons the nearest unoccupied boat

TOWN GATE
Teleports the current hero to an unoccupied castle or town

VIEW ALL
Displays the entire map

VIEW ARTIFACTS
Displays the location of all artifacts

VIEW HEROES
Highlights the location of all heroes

VIEW MINES
Shows the location and type of all mines

VIEW RESOURCES
Shows the location and type of all resources

VIEW TOWNS
Reveals the locations of all towns and castles

ATTACK ENEMIES



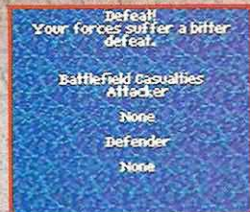
Attack your enemies, preferably before they can attack you. You don't want to be stuck in an endless loop, taking one castle from an enemy on your turn, only to lose a castle on their turn.

SURRENDER



When you find yourself in a battle that you obviously can't win, your best option, if you can afford it, is to surrender. You'll have to recruit the hero again, but he or she will keep the surviving creatures of his or her army.

ATTACK



When you come upon a castle or town that is not defended, you will automatically conquer it and take it as your own. You can even draw troops from its supply. If you can't afford to defend it, abandon it.

OUTSIDE INFO



Base your best heroes in castles farthest away from your enemies. The remote castles will probably stay safe, even if the hero leaves for a while to explore or attack other areas.

DEFENSELESS



It may be tempting to take many creatures from a castle to make your heroes' armies bigger, but if you leave a castle vulnerable, your enemies will conquer it easily.

MAKE MORE MAGIC

Heroes of Might and Magic is a challenging strategy game, and it has enough random elements to make it a different experience every time you play it. The game has three save files and over 30 different scenarios of varying degrees of size and difficulty, making the possibilities almost endless. As you become accustomed to the exploration and resource management aspects of the game, you can try to work out your own strategies for building up armies and knocking down enemies. If you remember to balance your own might and magic, you should come out a winner.



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ARENA are you game?

the CHALLENGES

1



Excitebike 64
Uphill Battle

Is it lonely at the top? Find out by fighting gravity in Excitebike 64's Hill Climb. Head to the top of the mountain in record time, then send us a photo of your finish. If your peak performance is one of our top 25 times, you'll be one of the lucky few at the top of the heap on our Challenge Scoreboard.

2



Pokémon Stadium
Amnesia Psyduck

Pokémon the Movie 2000 hits theaters this July, and to celebrate, we want you to prove you have "The Power of One" by landing all 151 Pokémon in the Hall of Fame. If you pull off the feat, you'll unlock Amnesia Psyduck. Snap a picture of it, then send it in to win!

3



Wacky Races
Hawaiian Drivin'

Hit the road with Dick Dastardly and the other forgotten favorites from Hanna-Barbera's classic cartoon, then get your wacky wheels rolling in Hawaii in Time Trial Mode. Beat the 3:10 default record time, then send us a pic of the new record. The 25 fastest Wacky Racers will score Power Stamps.



Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Matt Kasten, Appleton, WI
Aaron Kelley, Fremont, CA
Brian Kennedy, Manassas, VA
Kevin Klein, Wichita, KS
Terry Lechowicz, Brooksville, FL
Daniel Ledford, Lenoir City, TN
Marc Leger, Fredericton, NB
Robert Lemoine, Winnipeg, MB
Zach Lindemann, Austin, TX
Ben Livingston, Little Canada, MN
Effrain Lopez III, Laredo, TX
Eric Lopez, Richardson, TX
Leeann Lovelace, Oceanside, CA
Jonathan Lowrey, Pattonsburg, MO
Joyce Lu, Cupertino, CA
Sean Madigan, Syracuse, NY
Danny Mai, Yorba Linda, CA

MARIO PARTY
Best Slot Car Derby Time (Vol. 118)
Matthew Starr, Rego Park, NY 0:20.86

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Brandon Chez, Moorestown, NJ
Tristan Chin, Blue Bell, PA
Michael Chiu, North Providence, RI
Austen Christen, Anniston, AL
Steven Chung, Teaneck, NJ
Ryan Cobb, Jamestown, NY
Kyle Coleman, Newnan, GA
Will Collins, Alameda, CA
Douglas Cook, Hamilton, ON
Ben Corbin, Palmer, AK
Tony Corbin, Towanda, KS
Steve Corfield, Quebec City, PQ
Kristopher Cunigan, Winston-Salem, NC
Ken Curell, Grand Rapids, MI
Matthew Czapla, Yukon, OK
Shane Czerew, Grand Rapids, MI
Tim Dale, Warrenville, IL

***STAR WARS*: EPISODE I: RACER**
Best Vengeance Time (Vol. 121)
Derek Kidwell, Mooreseville, NC 3:22.978

***STAR WARS*: EPISODE I: RACER**
Best Fire Mountain Rally Time (Vol. 122)
Chris Rayola, Pt. Jefferson Stn., NY 6:29.528

***STAR WARS*: EPISODE I: RACER**
Best Scrapper's Run Time (Vol. 122)
Chris Rayola, Pt. Jefferson Stn., NY 2:06.438

MARIO GOLF
Maxed-Out Best Shots Menu (Vol. 125)
Erik Bush, Lake Waccamaw, NC
Austin Senls, Woodland, CA
Daniel Yeager, Horsham, PA

TRY THIS!

RED, WHITE, BLUE OR CANADIAN?

Hooray for the Red, White and Blue! To Yanks, July 4th is better known as the anniversary of independence for the US. To Canadians, that day's better known as Tuesday. But July is also the month of Canada Day (July 1st), so to celebrate both countries' holidays, this month's quiz asks you to identify whether the following game-related items are red, white, blue or Canadian.

Check the one box that best describes the item, then check back after you've had a safe and sane Independence Day/Canada Day when the answers appear in Volume 135.

Red	White	Blue	Canadian	
R	W	B	☐	Mega Man
R	W	B	☐	Version of Pokémon where Gloom is found
R	W	B	☐	Version of Pokémon where Ekans is found
R	W	B	☐	Luke Skywalker and Wedge Antilles' squadron before Rogue Squadron
R	W	B	☐	Joanna's Carrington Villa outfit on Agent or Special Agent (Perfect Dark)
R	W	B	☐	Joanna's Carrington Villa outfit on Perfect Agent (Perfect Dark)
R	W	B	☐	Dave Foley, the voice of Flik (A Bug's Life)
R	W	B	☐	Flik (A Bug's Life)
R	W	B	☐	The 1-up Shy Guy (Yoshi's Story)
R	W	B	☐	Ricky Winterborn (1080° Snowboarding)
R	W	B	☐	Panda Man (1080° Snowboarding)
R	W	B	☐	Boreth (Twisted Edge Snowboarding)
R	W	B	☐	Edge (WWF WrestleMania 2000)
R	W	B	☐	Evil Weevil (Hot Wheels Turbo Racing)



Where Am I?

If you can recognize a locale in Perfect Dark, you'll be perfect in the game's Counteroperative Mode. Are you in the dark with this mystery location? We'll shed some light on the Perfect Dark locale next month.



ANSWERS TO VOLUME 133

Father's Day Quiz
1. Professor Porter (Disney's Tarzan)
2. Boggy (Banjo-Kazooie)
3. James McCloud (Star Fox 64)
4. Talon (The Legend of Zelda: Ocarina of Time)

Calling All Pokémon
A. Abra
B. Seel
C. Onix
D. Lapras
E. Gloom
F. Jynx
G. Muk
H. Mew

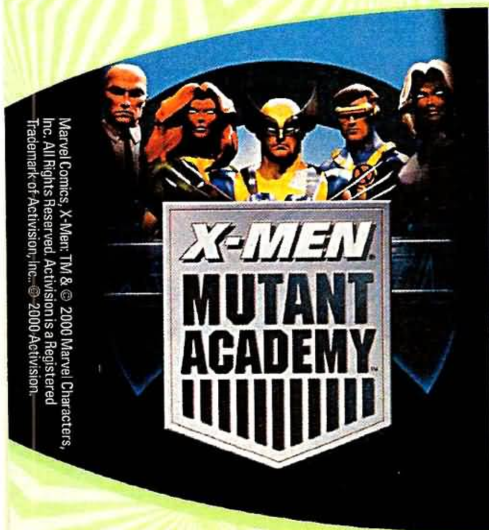
Who Am I?
Anakin Skywalker
Star Wars: Rogue Squadron

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is August 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

Game Boy a-Go-Go

Mutation Mambo

Professor Xavier's not particularly merry band of mutant superheroes leads the charge of new Game Boy titles this month. A few of the games bear the distinct hereditary markings of their video game ancestors but twist the DNA enough to provide a challenging new experience. Other developers have tinkered with the genetic code of classic racers to infect you with a new strain of road fever.



War of the Wierd

Born with special abilities, the X-Men were trained to use their powers to benefit mankind. The telepathic Professor X directs the noble mutants in their crusade to stamp out the forces of evil and intolerance. The professor's archenemy, Magneto, is equally committed to the subjugation of humanity. Activision lets you pick a side in X-Men: Mutant Academy, a classic fighting game featuring several favorites from the X-Men universe. These wars will be settled one battle at a time. Do you have the mutant mettle to survive?







Fighting Freaks

Game Boy a-Go-Go

Each mutant has his or her own unique attacks, but none of them has a distinct advantage in a fight. Build up your Rage Bar by using powerful attacks then perform a Rage attack by simultaneously pressing the A and B Buttons.

X-MEN

Storm



The aptly named Storm can harness the elemental power of the weather then direct it against her enemies. Her Lightning Storm and Whirlwind Blast attacks will electrify opponents

Wolverine



Sometimes terrifying things come in small packages. The Adamantium-clawed scrapper is tiny but tough as he employs his Tornado Slash and Blade Dance attacks.

Gambit



Enemies fear this raging Cajun's martial arts skills when he executes his spinning 360 Assault, and they are most afraid when he hurls energized playing cards during his Kinetic Assault.

Cyclops



Cyclops controls energy emissions from his eyes with a ruby quartz visor. His Eye Beam attack is powerful on its own or in conjunction with punches, as in the Rising Eye attack.

EVIL MUTANTS

Sabertooth



Sabertooth exhibits several characteristics of his namesake: speed, power and sharpened claws. He backs up his intimidating stature with devastating Ripping Claw and Head Smash attacks.

Pyro



Pyro has made friends with fire, making him a dangerous enemy of the X-Men. His Inferno Blast attack throws great balls of fire at opponents, and the defensive Fire Spirit attack engulfs Pyro.

Toad



Don't be fooled by Toad's ridiculous appearance—he is a formidable fighter. His jumping ability will get him out of trouble, and his Poison Sting and Sneaky Hit attacks will topple opponents.

Magneto



The leader of the evil mutants wields the power of magnetism like a bludgeon, exerting little physical effort while pummeling opponents with his Mago Beam and Mago Wall attacks.

Mystique



Mystique's primary power—the ability to transform her appearance—is absent in the game, but her Combo Kick and Head Rush attacks more than make up for the omission.

Unleash Allies

Two powerful fighters are waiting to be unlocked by victorious mutants. Complete the Story Mode as an X-Man for the code to unlock Phoenix, the superpowerful form of X-Man Jean Grey. Finish the mode as an evil mutant to release Apocalypse, the X-Men's most dangerous enemy.





Mutant Modes

The 2-D fighting mechanics don't change in the different modes of play, but you may need to adjust your strategy depending on which one you choose.



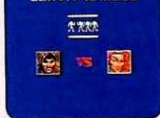
Story Mode

Story Mode puts you through a set sequence of battles, culminating in a fight against the leader of enemy forces. Start by fighting all of your allies to prove your skills, then take on your enemies. Win two out of three battles against each opponent to progress.



Battle Mode

It's no Pokémon Stadium, but Battle Mode is similarly structured. Choose three characters to use in battle then choose three characters to fight. You need to defeat the opposing characters before they defeat you. One or two players can compete in this mode.



Survival Mode

Choose a character then fight it out with the other characters until you've defeated the lot. You get only one life bar for the duration of the game, so it will pay to take a more defensive approach in individual battles.



Training Mode

Training Mode is the logical first stop when you are learning how to play the game. Press Select to learn button combinations for a character's special moves, then try them out against a defenseless opponent.

VS. Mode

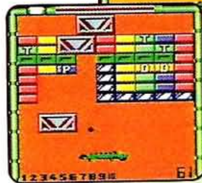
If you have two Game Boys, two Game Paks and a Game Link Cable, then you and another player can go head-to-head in battles.



Scaly Skills

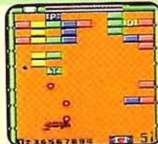


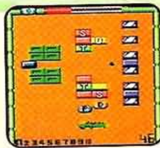
If you think you've mastered all things Breakout, take a spin around the dance floor with these scaly monsters. Crave Entertainment's block-busting time trials will have you sweating bullets. Use your dragon to keep a ball in play as you face diabolical block puzzles and bosses. Special abilities and power-ups will give you an edge, but you'll need all the help of the Dragon Gods to complete these challenges.



Block Party

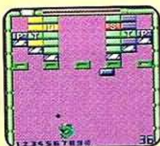
Dragon Dance breaks out of traditional block-breaking action with complex puzzles, special power-ups and an organic "paddle" that adds new challenges to the simple act of hitting the ball.





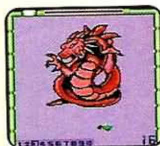
Potent Power-ups

The Dragon Gauge at the top of the screen increases whenever the ball hits more than one block while in play. As the gauge fills up, you'll temporarily be able to stop time, change the ball's direction while in play, create a blocking net or shoot fireballs. Catch falling power-ups to speed up your movement, slow down the ball, increase your time and improve your health.



Slither Control

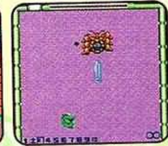
Your dragon coils up when it isn't moving. Stay in motion to increase the contact area on the dragon and time your approaches to the ball. You can also hit Select to increase ball speed when time is running out.



Dragon Deities

When your Dragon Gauge reaches capacity, you will evoke one of two Dragon Gods. The Dragon God of Destruction will cause an earthquake that destroys some blocks. The Dragon God of Restoration restores your dragon's health.





Century of Challenges

To finish the game, you must complete 100 progressively difficult levels—each with a passcode. You must defeat a boss creature on every tenth level using the same techniques on the block levels. Unlike the blocks, however, the bosses move and fire back.

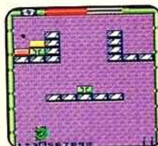
Dragon Fight

Connect two Game Boys with a Game Link Cable to compete against another player in ten different levels of play. If your opponent clears the screen of blocks first, you will be penalized with an extra row in the next round.



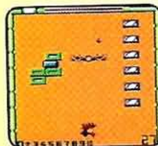
Best Bouncing

It will be difficult to win at Dragon Dance if you try to break the blocks without taking advantage of the game's special features. Some levels may seem impossible unless you use special abilities and power-ups correctly.



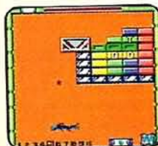
Geometry Class

Pushing the ball at the correct angle is critical to finishing a level. Practice hitting the ball with your dragon to learn how to control the direction of the bounce. When you lose a ball, take advantage of the free shot to direct the ball.



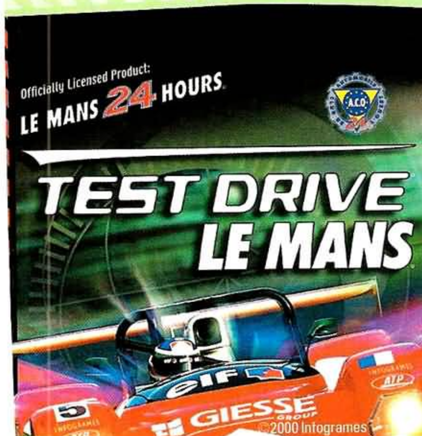
Mind the Meter

Because special abilities are offered in a specific sequence, analyze the challenges in each level to determine which special ability will suit you best, then watch your meter for when that ability is made available.



The Clock Is Ticking

Your number one concern is completing the level within the time limit. Try to grab all the T blocks you can to increase your time, but don't expect them to save you. Speed up the ball to give yourself more shots, or stop the clock.



Rugged Racing

Infogrames has put the brutal endurance race at Circuit International de la Sartre in the palm of your hand. Test Drive Le Mans takes you through a wide variety of courses with different weather conditions and terrain. You can build your cars from the ground up with specialized parts, but ultimately it will come down to a test of skill and will.



Shifting Gears

Test Drive Le Mans offers three distinct styles of play, from the cheap thrills of arcade-style racing to a ten-race Championship Mode. Of course, you also can test your endurance in the grueling Le Mans Mode.



Le Mans

It wouldn't make sense to call a game Test Drive Le Mans without including some sort of endurance racing, right? Test your longevity—and your patience—by logging up to 100 laps in Le mans Mode. You can save your progress if you need to quit.



Arcade

Arcade Mode frees you from real-world considerations like refueling or changing tires. All you need to do is concentrate on racing. Grab power-ups like extra traction, extra speed or invincibility along the way to gain an edge on opponents.



Championship

Lead the race car driver lifestyle you've always dreamed about. Okay, maybe it's someone else's dream, but you can still have fun competing for place points in a ten-race season. The driver with the most points at season's end wins.

Red-Hot Rides

Take your pick of ten licensed race cars from the GT1, GT2 and prototype classes. There are different cars to choose from depending on whether you pick Amateur or Professional level racing. You'll need to perform well in Championship Mode to unlock three of the better cars.





Road Rules

You can increase your chances of success in all the modes by honing your skills, learning the tracks and finding the right cars for your driving style.



Play Fair

It's in your best interest to pay attention to the flags. If you roar by a caution flag you will either be penalized with a pit stop or crash into objects ahead of you. In other words, follow the rules if you want to win.



Hang Out at the Arcade

You've got all the tracks at your fingertips in Arcade Mode, so it pays to study them before you make a long-term commitment in Le Mans or Championship Mode. You'll avoid early mistakes when you try those lengthy challenges later.



Defensive Driving

Speed is a race car driver's friend, but controlled steering is family. Drive conservatively when other cars and obstacles are nearby. Hitting objects will slow you down more than a little cautious braking will.



Car Care

After you've played around on the different tracks to determine your racing style, try experimenting with different features on your car. Lower-performance cars will require fewer pit stops than high-speed racers.



Quick Draw

If you've already logged many hours playing the line-drawing arcade game Qix, your effort was not in vain. You can apply all of those skills to a gem-collecting adventure on a monster-filled island. If you haven't played Qix, You'll find Natsume's new twist on the game a great introduction to the screen-partitioned classic.



Treasure Mapping

Playing as the character Sparky, you'll find yourself on a mysterious island filled with friendly and not-so-friendly monsters. You can unlock new areas of the island as you defeat enemies and collect items. After each victory you can return to your boat.







Trapping Treasure

As in classic Qix, you need to enclose 75 percent of the screen while avoiding the electric Sparx and the spinning Qix helix to win a round, and there are added features in Qix Adventure. A monster adversary will talk to you at the start of a level, sometimes including some hints in process. Surround the monster on the game screen to open a treasure chest before you surround the chest. If you surround both at once, you won't win any treasure.



Box of Goodies

After you successfully finish a round of Qix, you'll be able to go back to your ship to take a look at the treasure you've collected. Scroll through your box, then select a piece of treasure or a gem for a brief description of its value and uses.



Extra Assistance

Certain items you collect can help you when you're facing the Qix and Sparx. For example, the Qix Stop item will freeze the Qix temporarily. It costs money to use items, so make sure you have enough dough in your account.



Interior Decorating

Your cabin on the ship will look pretty bare until you win some treasure. Fill up the room with items from your box. When you're done with the game, it will be full of stuff.

Multiple Modes

If you don't want to concern yourself with treasure hunting, queue up original Qix for some arcade-style action. It's also a good idea to polish your skills before you go on a gem hunt. Players with one Game Paks, two Game Boys and one Game Link Cable can compete against each other in matches, placing bets with treasure.





Tracing Tips

The basic Qix setup is deceptively simple—you can move along the perimeter of the lines you've drawn to avoid the free-floating Qix, or partition more of the screen to avoid the Sparx on the perimeter. Try out these strategies.



Build Traps

It's always safer to trace small blocks on the screen, because you are exposed to the Qix for a shorter period of time. Try to build thin walls that cordon off sections of the screen. You can trap the Qix in a small area then seal it off.



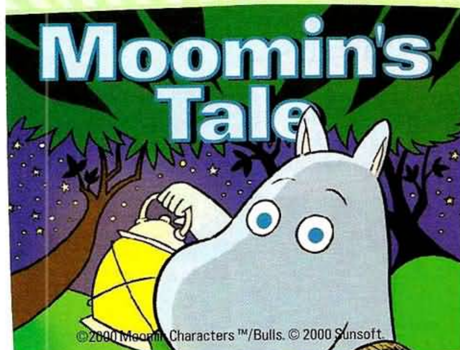
Bide Your Time

There is no time limit for filling in the screen. In fact, the longer you spend on a particular screen, the more treasure is likely to appear. Keep tracing off small sections of the screen to evade the Sparx.



The Percentage Game

The greater the area you fill in, the more points you get at the end of a level. Try to trap the Qix in the smallest area possible. If there are two Qixes in the level, you can get extra points for splitting them off from each other.



©2000 Moomin Characters ™/Bulls. © 2000 Sunsoft.

Moom Walk

You might not have heard of Moomin unless you're from Finland, where the hippolike creature has delighted fans for 55 years with his whimsical antics. There's no better introduction to Moomin and his extended family than this platformer from Sunsoft. Climb, jump and bounce across cartoonlike terrain to retrieve valuable items and solve mysteries.



Find the Snork

Game play in Moomin varies from side-scrolling to top-down movement, but most of the challenges are side-view jumping games. Objectives range from finding a harmonica to rescuing the Snork Maiden.



Moomentum

Go on six different adventures with multiple stages, starting with the recovery of Moominmamma's handkerchief, which contains her memories—and, hopefully, nothing else.



Eat and Run

Mystery Balls, thankfully, aren't an item on the cafeteria menu, but they often contain food. Food replenishes your life hearts. Keys open doors. Collect them as you go.



Tough Guys

Most of the creatures you face in your adventure act more like obstacles than enemies, but a boss at the end of each level will provide you with a tougher challenge.



©2000 Metro 3D

Space Race

Metro 3D has taken characters from their futuristic universe then strapped them into high-tech vehicles for a handheld racing challenge. Race as a Terran, Eldred, Nomad, Drakken, Scarab and Vorgan for the right to take on alien invaders. The tricky tracks are full of extraterrestrial obstacles to keep your fingers twitching.



Terra Nova

F/X Racers is a top-down racing game, but the control scheme is first-person so you steer as if you are sitting in the driver's seat regardless of your position onscreen. Check the vehicles' characteristics to find a suitable ride.



Planetary Paths

Play the game in Campaign Mode to unlock a sequence of tracks on different planets. You'll be able to practice on unlocked tracks in Mission Mode. You'll unlock Survival Mode after you beat Campaign Mode.



Rocket Sleds

The first task on any planet in Campaign Mode is a race against three opponents. Pick up power-ups at different points on the track to enhance the performance of your vehicle. The terrain type varies depending on planet.



Alien Attacks

If you place first or second in the initial race on a planet, you'll compete against another driver to score points against an alien by ramming its ship. The player with the most points when the alien explodes wins.



Make the Leap

Psygnosis's lovable Lemmings have jumped onto Game Boy Color for a multistage adventure from J-Wing. You'll need to step in to stop furry fools from doing something drastic to themselves. As in earlier Lemmings games, tasks are assigned to the shiftless creatures to help them help themselves.





Take the Lead

A task bar across the bottom of the screen allows you to assign duties to an individual lemming, so it can work for the greater good of the group. Duties range from digging to blowing up like a bomb.



Two-in-One

Lemmings offers two different modes of play: Normal and Oh! Noh! The modes are very similar, but each offers ten different levels of progressively difficult play.



Duty Roster

Choose well from among the many functions you can assign to your lemmings. Usually there is some type of clue about what you need to do at the start of the level.



Fight It Out

Two Lemmings leaders can compete via Game Link Cable or beam game data between two Game Boy Colors using the infrared ports.



Hog Heaven

If you've ever wanted to hop on a high-horsepower two-wheeler and hit the road, Infogrames has just the game for you. Test Drive Cycles lets you burn rubber through some of the most famous locations in the world on bikes that are equally renowned—Harleys, BMWs, Bimotas and Moto Guzzis. All that's missing are the bugs in your teeth.





Wheeling and Dealing

As with any racing game, winning is everything in Test Drive Cycles. Not only do you have the pleasure of besting CPU-controlled riders—or another player—you'll get the cash to buy an even better bike for the next race.



Open Roads

Most of your racing will probably take place in the game's Tournament Mode. Each time you win, you'll progress to the next Cup. It's the only way to open tracks and earn money.



Retooling

Use the cash from your winnings to buy the next best bike. Victories in the Tournament Mode will also earn you power-ups that enhance your motorcycle's performance.



Rough Rides

If you don't feel like entering a tournament Cup, you can practice in Single Race Mode, hand out tickets in Cop Chase Mode, or challenge another player in Two-Player Mode.

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July 2000

Nintendo NOW PLAYING

NINTENDO 64

KIRBY 64: THE CRYSTAL SHARDS



OVERALL 8.1 RATING

Kirby's back in the pink, and everything's coming up rosy.

GRAPHICS: A 2½-D platformer, Kirby 64 feels 3-D a la the side-scrolling action of Disney's Tarzan rather than the relatively static perspective of Yoshi's Story. What Kirby does share in common with Yoshi, though, is its look, which is all-out cuddliness drenched in glossy, candy-colored graphics.

PLAY CONTROL: Kirby's trademark is his ability to inhale enemies and spit out their special abilities into a power all his own, and it's never a struggle activating them.

GAME DESIGN: The game features a card-collecting gimmick to get you to replay stage upon stage to earn all 81, but subsequent visits are never dull since Kirby's 30-plus special abilities add variety and are always fun to see in action. The multiplayer minigames are also reason to keep Kirby in your N64, since the four-player contests feel straight out of Mario Party (the game comes from the same production house, after all).

SATISFACTION: Cute but never condescending, Kirby 64 should be manageable for novices, puzzling enough for pros and a party for multiple players.

SOUND: The top-rate music runs the gamut, even treading into bebop territory.

COMMENTS: Jason—*Despite its mild difficulty level, I still found myself wanting to play this again and again.*
Jennifer—*Playing this is a shard habit to break.*





- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 6 worlds plus 1 boss planet
- 3 multiplayer minigames



HOW IT RATES
Probably the only questionable thing about Kirby 64 is its unexciting, matter-of-fact subtitle. But don't let the name "Crystal Shards" put you off—Kirby 64 is a saccharine-sweet and fun experience recommended for Everyone.

GRAPHICS	7.8
PLAY CONTROL	8.8
GAME DESIGN	8.0
SAT.	8.0
SOUND	7.5

NINTENDO POWER STAFF SCORES
- 8.5 → Jason
- 8.4 → Andy
- 8.2 → Drew
- 8.1 → Chris
- 7.2 → Sonja

NINTENDO 64

SUPER BOWLING



OVERALL RATING 7.1

Get set for funny shoes and life in the fast lanes.

GRAPHICS: With anime-style bowlers and alleys that stretch across river-banks and garages, Super Bowling looks more exciting and colorful than teen night at the local lanes.

PLAY CONTROL: The well-designed shot meter gives you the freedom to adjust everything from your approach and aim to your grip and power. With so much control, there are no excuses for making a bad shot, except for the fact that the needle in the power gauge speeds by so fast that stopping it in the hot zone to nail the perfect shot is close to impossible.

GAME DESIGN: Striving to be the Mario Golf of the Brunswick world, Super Bowling provides just enough of a sim setup, while jazzing things up with arcade elements, like the Golf Mode in which you must knock down splits within the par number of tries.

SATISFACTION: The inspired lanes, like the gutterless garage where you ricochet your ball off the sidewalls or the riverbed where your ball rolls down a drop-off into a stream, inject the sport with the excitement and unpredictability it needs to work as a video game.

SOUND: The sound effects score a strike, while the cheesy music is a gutterball.

COMMENTS:
Sonja—*The best bowling game for the N64.* Chris—*The computer players are so good, that I quit out of boredom.*



- UFO Interactive/64 Megabits
- 1 to 2 players simultaneously; 1 to 4 players alternating
- Controller and Rumble Pak compatible
- 8 bowlers
- 8 lane varieties

EVERYONE E CONTENT RATED BY ESRB

HOW IT RATES
You can't get your hands near the ball return, so there's never any danger of seeing anything horrific happen in the game. It's a tame sport, and the good, clean fun earns it an E rating from the ESRB.

GRAPHICS	7.0
PLAY CONTROL	7.3
GAME DESIGN	7.5
SAT.	6.5
SOUND	7.0

NINTENDO POWER STAFF SCORES

- 7.8 → Sonja
- 7.4 → Jennifer
- 7.3 → Chris
- 7.0 → Jason
- 6.2 → Drew

NINTENDO 64

INTERNATIONAL SUPERSTAR SOCCER 2000



OVERALL RATING 7.0

It's the fanciest footwork this side of Radio City.

GRAPHICS: Not as realistic looking as EA's FIFA games, ISS 2000 is still a head-turner and its graphics are an improvement over the '98 edition. Also sporting changes is the Create Player Mode, which includes a sharper looking variety of faces. Who knew there were so many styles of mullet out there?

PLAY CONTROL: ISS allows you to micro-manage your players down to their Stamina, and the 2000 edition introduces a Motivation variable that will also affect player performance. Along with passing options aplenty and twitch-response controls, you'll have no problem keeping things afoot.

GAME DESIGN: Konami's ISS 2000's shortcoming is its lack of a license, but you can overcome it by tailoring players with the game's star attraction—its micromanagement feature.

SATISFACTION: Other than its improved look and new Scenarios, there's not much to attract those who already own an N64 soccer game. If you don't own one yet, International Superstar Soccer 2000 is a solid way to get your kicks.

SOUND: The seamless running commentary was the '98 version's standout feature. This year's model adds a second announcer, and the double dose of hosts is always varied and on the ball.

COMMENTS:
Drew—*You can adjust virtually everything in this game.*



- Konami/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

EVERYONE E CONTENT RATED BY ESRB

HOW IT RATES
The ESRB has awarded International Superstar Soccer 2000 with an E rating. Devoid of any hooliganism, Konami's game sports fair play that's suitable for all ages.

GRAPHICS	7.0
PLAY CONTROL	7.2
GAME DESIGN	7.5
SAT.	7.3
SOUND	7.8

NINTENDO POWER STAFF SCORES

- 8.3 → Chris
- 8.0 → Sonja
- 7.9 → Jason
- 6.8 → Andy
- 6.1 → Drew

GAME BOY COLOR

CRYSTALIS

After ten years, the Sword of Crystalis resurfaces on GBC.

GRAPHICS: The classic adventure Crystalis originally came out for the NES in 1990, and after ten years (and some enhancements, like cut scenes) the graphics look as sharp and vibrant as ever on Game Boy Color.

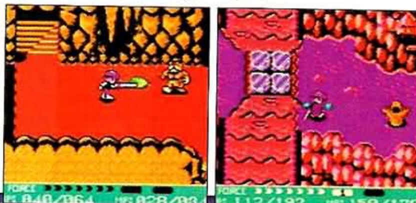
PLAY CONTROL: Your journey to stop Drag-onia from seizing control of the land is filled with fast-paced, aggressive, real-time battles, and wielding your sword and accessing your inventory are always user-friendly activities.

GAME DESIGN: The adventure is very much in the style of the early Zelda games, and it's similarly reliant on a good story and acres of sword-and-sorcery sleuthing. Crystalis pulls it off in great form, and more than Zelda, the epic stresses RPG elements, like earning Hit Points.

SATISFACTION: In NP's Best 100 Games of All Time compiled three years ago, the original Crystalis ranked 59, and the stellar epic still holds up. Crystalis is a timeless adventure, and the Game Boy Color release is the perfect chance to catch an old favorite you might have missed.

SOUND: The music and effects pipe in with clarity and verve, and the digitized speech is an auditory bonus.

COMMENTS: Chris—*I loved playing this on the NES, and this version is even better. Minor changes such as the flickering candles are great.* Jennifer—*A great reworking of an already cool gaming experience.*





- Nintendo/16 Megabits
- 1 player
- GBC exclusive
- 10 areas



HOW IT RATES
Though it cites instances of "mild animated violence," the ESRB has deemed Crystalis an E-rated game appropriate for all. Rest assured that the battles you wage are never gory.

OVERALL RATING 8.4

GRAPHICS	8.2
PLAY CONTROL	8.4
GAME DESIGN	8.4
SAT.	8.8
SOUND	7.8

NINTENDO POWER STAFF SCORES

- 9.2 → Chris
- 8.8 → Jason
- 8.7 → Jennifer
- 8.2 → Scott
- 7.2 → Sonja

GAME BOY COLOR

WARLOCKED

Real-time strategy has GBC bewitched, spellbound and Warlocked.

GRAPHICS: Colorful and textured, the tiny graphics are visual dynamite. Unlike Heroes of Might and Magic, Warlocked's similarly diminutive graphics manage to convey plenty of detail.

PLAY CONTROL: Put in charge of a human or monster army, you must point and click on your soldiers to order them to battle, build, mine or explore. Calling the shots is easy, and juggling the menus is refreshingly simple, too.

GAME DESIGN: Nothing in Warlocked is turn-based, so you must build up your forces and battle on the go. Though the action ticks by in real time, things never reach a fever pitch and seem rushed, which is good since the game's intricacies and depth require plenty of contemplation.

SATISFACTION: So just how well can you strategize under pressure? Warlocked's light sense of urgency will keep you thinking on your toes and keep power-hungry warlords playing again for another piece of the action.

SOUND: The minimal music is hardly worth humming, but the digitized voice is reason enough to lend an ear. Your troops respond to your orders with speech, and what they say is loud and clear.

COMMENTS: Drew—*A great introduction to real-time strategy. It's easy to pick up but difficult to master.* Andy—*Warlocked has me hooked. These are the best voice samples I've ever heard on Game Boy Color.*





- Nintendo/16 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



HOW IT RATES
Rated E, appropriate for Everyone, by the ESRB, Warlocked carries a warning that the game contains "mild animated violence." It's really nothing to worry about since the action isn't even remotely graphic.

OVERALL RATING 8.2

GRAPHICS	8.2
PLAY CONTROL	7.6
GAME DESIGN	8.5
SAT.	8.3
SOUND	8.2

NINTENDO POWER STAFF SCORES

- 8.7 → Drew
- 8.4 → Jason
- 8.2 → Chris
- 8.1 → Jennifer
- 7.6 → Andy

GAME BOY COLOR

X-MEN: MUTANT ACADEMY

Attention, true believers! A mutant melee is coming to GBC.

GRAPHICS: Though "biff," "bam" and "pow" don't appear on screen, Marvel's uncanny X-Men fighting game bears an uncanny resemblance to its comic book origins. The cosmopolitan backdrops are never dull (most locales have day and night settings), and the heroes look as snazzy as anyone dressed in a unitard can.

PLAY CONTROL: The mutants fight with most of the superpowered moves any X-Men fan could hope to see, and it's easy to rattle off the basic moves at a frantic clip. Each character also has two special moves, activated by one of a few generic combos. But pulling one off can be a frustrating feat since it requires precision timing.

GAME DESIGN: Mutant Academy fulfills all your fighting needs, packing a punch with Story Mode, Survival Mode, two-player Vs. Mode and team-based Battle Mode.

SATISFACTION: You don't need mutant powers to fight the good fight since it's pretty easy to dole out the abuse without letting the CPU opponent get a move in edgewise. Even so, the scrappy little fighting game should please X-Men fans and makes for great two-player combat.

SOUND: The hyperactive action is matched by hyperactive music, which actually ends up drowning out the sound effects.

COMMENTS: Jason—*When you get right down to it, this is essentially Street Fighter parading around in spandex.*





- Activision/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 11 fighters

OVERALL RATING 6.8

GRAPHICS 7.6
PLAY CONTROL 6.6
GAME DESIGN 6.6
SAT. 6.6
SOUND 6.8

HOW IT RATES EVERYONE E CONTENT RATED BY ESRB
No matter how much Wolverine slashes, you'll never see blood, bruises or fatalities in X-Men: Mutant Academy. The ESRB recognizes the fighting game as being nothing more than E-rated, comic book action.

NINTENDO POWER STAFF SCORES
- 7.9 → Chris
- 6.9 → Andy
- 6.9 → Sonja
- 6.5 → Jennifer
- 6.0 → Drew

GAME BOY COLOR

HEROES OF MIGHT AND MAGIC

3DO gets medieval by bringing a hit RPG to GBC.

GRAPHICS: The heroes are necessarily tiny (you're basically moving your party along spaces on an invisible grid), and while the look isn't flashy, it's descriptive enough to convey its medieval aesthetic.

PLAY CONTROL: M&M is the GBC debut for the long-running RPG series, which relies on turn-based adventuring. Once you've figured the menus, getting around and getting by will be second nature.

GAME DESIGN: During your travels, you will encounter heroes who'll want to join your party. Who you meet, who you recruit, how you raise your resources and how you fortify your forces change things every go-round, making Might and Magic a strategy game to come back to again and again.

SATISFACTION: Like a good game of chess, M&M forces you to think a few turns ahead, making every step of the way like walking on eggshells as you hope your opponent's turn won't botch your next move. With such a setup and over 30 battle Scenarios to fiddle with, M&M makes for a replayable role-playing experience.

SOUND: The music is impressive, suitably sounding like minstrels who've wandered out of a renaissance fair.

COMMENTS: Sonja—*A good scaled-down version of the PC game.* Chris—*The time function and necessity to do things by certain dates add a nice element.* Jennifer—*Even the easy levels are huge!*





- 3DO/8 Megabits
- 1 player
- GBC exclusive
- Over 30 Scenarios

OVERALL RATING 6.7

GRAPHICS 6.8
PLAY CONTROL 6.4
GAME DESIGN 7.4
SAT. 6.8
SOUND 5.2

HOW IT RATES EVERYONE E CONTENT RATED BY ESRB
M&M earned an E rating from the ESRB, but the board warns that the game features "mild animated violence." Mild, indeed. Defeated characters simply disappear with no fanfare and zero bloodshed.

NINTENDO POWER STAFF SCORES
- 7.6 → Chris
- 7.0 → Scott
- 6.6 → Sonja
- 6.4 → Jason
- 6.0 → Jennifer

ALSO PLAYING THIS MONTH

QIX ADVENTURE

- Natsume/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



Box off areas before a spinning helix makes contact with your drawing or burning fuses catch up to your cursor. The idea comes from the early '80s arcade game Qix, and Natsume's update keeps it intact while adding nice touches like the all-new Treasure Mode in which you must cordon off story characters and collectibles.



OVERALL RATING **7.0**

GRAPHICS 6.2
PLAY CONTROL 7.3
GAME DESIGN 7.5
SAT. 7.2
SOUND 6.0

MOOMIN'S TALE

- Sunsoft/8 Megabits
- 1 player
- GBC exclusive



More of an overseas sensation, the Moomin children's books by Finnish author Tove Jansson may garner a higher profile in the west with Sunsoft's gentle and endearing platformer. The action is basic jump-and-collect fare, but the music and graphics are sharp, and the tight controls will make things manageable for tiny fingers.



OVERALL RATING **6.9**

GRAPHICS 7.0
PLAY CONTROL 7.2
GAME DESIGN 7.0
SAT. 6.5
SOUND 6.5

LEMMINGS VS.

- Take 2/32 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible
- Game Boy Printer compatible



As an ever-moving herd of lemmings trots in a single file, you must target the critters and assign them abilities, like bombing or building powers to help guide them to the exit. The latest entry in the popular Lemmings series looks blah since it fails to take advantage of GBC's color palette, but the tried-and-true game play still dazzles.



OVERALL RATING **6.7**

GRAPHICS 6.0
PLAY CONTROL 6.8
GAME DESIGN 7.7
SAT. 7.0
SOUND 5.0

TEST DRIVE: LE MANS

- Infogrames/8 Megabits
- 1 player
- GBC exclusive



Infogrames claims that it has over 40 GBC games in the works, which is good news considering the company is showing a real knack for creating solid portable Paks. Le Mans is one of them, and the racing game whizzes by with its great sense of motion, licensed cars, exciting tracks, slick graphics and slicker weather conditions.



OVERALL RATING **6.6**

GRAPHICS 7.4
PLAY CONTROL 6.6
GAME DESIGN 6.4
SAT. 6.2
SOUND 6.2

TEST DRIVE: CYCLES

- Infogrames/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



Not up to the standard set by Test Drive: Le Mans, Test Drive: Cycles is more of a bumpy ride. Instead of sim aspects like Le Mans, Cycles offers springy power-ups for catching air. It's a struggle to stay balanced in this motorcycle game, but its saving graces are its two-player Game Link feature and Cop Chase Mode.



OVERALL RATING **6.1**

GRAPHICS 6.6
PLAY CONTROL 6.2
GAME DESIGN 6.2
SAT. 5.6
SOUND 5.4

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
KYLE: Sports, Simulations, Puzzles
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

 Early Childhood
 Teen (13+)
 Adult (18+)
 All Ages
 Mature (17+)
 Rating Pending

Battle For Naboo

PAK WATCH

The inside source for all Nintendo News.

It's Naboo and Indy, too!

THIS MONTH

DRAGON WARRIOR I & II



Taste this double-dip from Enix.

MARIO TENNIS



Is it Luigi's big break?

AUSTIN POWERS



Rockstar's got the mojo.

PAPER MARIO



Nintendo turns the page.

LUCASARTS STORMS THE N64 WITH TWO TITLES

We knew the story was going to break around E3, but as it turned out, LucasArts sprang the news of two new N64 games a week early. *Star Wars*: Episode I: Battle For Naboo and Indiana Jones and the Infernal Machine share their inspiration from George Lucas's movies, but the two games differ in almost every other respect. Naboo is an action vehicle following in the great tradition of *Star Wars*: Rogue Squadron. In fact, LucasArts is working in conjunction with Factor 5 just as it did with Rogue. But Naboo won't be a Rogue clone. For one thing, the missions are much more varied. Players will pilot Naboo fighters in space and speeders in the streets of Theed, fighting Trade Federation droids, fighters and battle tanks in 16 levels. The original story line intersects that of the movie at critical junctures, but the main character is newcomer Lt. Gavyn Sykes who must learn to pilot the N-1 starfighter, a stolen Trade Federation gunboat, a powerful Gian speeder and a heavily armored battle STAP. Combat includes air-to-air, air-to-ground and ground-to-ground battles. LucasArts is using a dynamic difficulty system that evaluates how a player is performing and adjusts the difficulty so that aces will always have a challenge while rookies have a chance to progress.

As for Indiana Jones and the Infernal Machine, look for an action adventure based on the PC game of the same title. LucasArts has addressed some of the play control issues from the PC version by adopting a system similar to that of The Legend of Zelda: Ocarina of Time. The story involves Indy in a desperate race with Soviet competitors to find several scattered pieces of the Infernal Machine—an ancient device from the Tower of Babel that is said to open a door to a parallel dimension. Indy must travel the globe, solving puzzles and facing dangers. He has many skills including the use of his famous whip and many other weapons and items. In one of the areas shown at E3, Indy could even drive a Jeep.

Lucas fans have a lot to look forward to this fall, but LucasArts hasn't announced final publishing plans for *Star Wars*: Episode I: Battle For Naboo and Indiana Jones and the Infernal Machine. We'll keep you updated.



ENIX RETURNS TO THE SOURCE OF ALL EPICS

At the end of August, a revitalized Enix America will reintroduce one of the all-time classics to RPG fans, but the Game Boy Color Game Pak that holds Dragon Warrior I & II isn't just a nostalgia trip. New graphic elements spruce up the game considerably, and the depth of play is just as impressive as always. Even more impressive is the combination of two epic adventures in one Game Pak. For old and new Dragon Warriors alike, this Pak is a treasure.



Dragon Tales

Dragon Quest, known as Dragon Warrior in North America, was the first video game RPG megahit in Japan for the Famicom (NES), and its success shaped the future of the industry in many ways. Dragon Quest was the first title that stirred up gamers so much that any new Dragon Quest game was talked about for months prior to its release, and lines of eager DQ fans would line up by the thousands to buy the new title on the day it became available for purchase. More than 22 million copies of Dragon Quest games have been sold over the years, making it one of the hottest franchises of all time. Final Fantasy and Pokémon have Dragon Quest to thank for priming a generation of gamers with high expectations for RPGs. When Nintendo of America released Dragon Warrior in North America, it was meant to introduce western gamers to the immersive play of RPGs. To spread the word, Nintendo Power even helped out by offering a free Dragon Warrior game to subscribers. The success of DW was followed up by Enix, which brought out three more Dragon Warrior titles, each more complex and immersive than the previous game.

Packed to the Hilt

So what is it about Dragon Warrior that inspires such fanatical devotion? There's a consistent and evolving story line, certainly, and with the new cinematic cut scenes in the Game Boy Color version of the games, that element is even stronger than before. There's also an excellent battle engine that combines weapon attacks, item use and spell casting. New background graphics for the battle scenes add to the appeal of this new Pak. The growth of the character (in DW) and characters (in DW II) appeals to gamers in a similar way that building up Pokémon appeals to trainers in the Pokémon series. The wide range of cool enemies such as Slimes, Wyverns and Dragons is another plus, not to mention complex dungeons, cunningly devised puzzles, huge worlds to explore and plenty of characters to meet and interact with in caves, towns and castles. Excellent music and graphics help complete the experience, and the GBC versions of DW I & II have more detailed graphics and seemingly perfect reproductions of the sound and music score than the NES games did. It's the epic experience that makes these games better than the vast majority of RPGs. And in the end, that's really what counts.

























Slimes and Dragons and Wyverns, oh my!

Pak Play

Hands-on previews of upcoming games.

MARIO SERVES UP A WINNER

Mario Tennis takes center court next month, but we couldn't wait that long to share with you more details about the surprise E3 hit. Camelot, the developer of Mario Golf, performed some dazzling sports magic with this one-to-four player tennis romp. There are 16 characters from the Mario universe to pick from, including new bad boy, Waluigi. Each character has distinctive strategies, and they all become power players if you dare to take the lead. The 3-D characters also display lots of emotion on the court, although they never seem to pick up a warning from the net judge. You can play singles and doubles, and you can enter tournaments or just play a set or two. There are lots of extra goodies, as well, like hidden characters, tons of special tournaments and special games such as hitting through rings during a match, playing on Koopa's tilting court and being bombarded by balls spat out by Piranha Plants. Any way you serve up Mario Tennis, it may be the most fun you'll ever have with a video game.









THE FUTURE BELONGS TO RUSH

The year is 2049. The place is San Francisco. The rush is fast cars, aerial stunts and competition. The game, if you haven't guessed yet, is Midway's Rush 2049 for the N64. Our test drive started in the new Stunt Mode, which features multiple arenas. All the vehicles now come equipped with wings, and once in the air, players can spin and flip to score points—sort of like Tony Hawk with 200 horsepower under the hood. After an aerial performance that would have impressed the Blue Angels, it was time to hit the city streets. The city by the bay doesn't look quite the same in fifty years. Sure, the Golden Gate is there, but there are futuristic towers, monorails and an incredible number of shortcuts and sidetracks. The wheels include almost recognizable models along with some very futuristic rides—all of them trimmed out with the same arcade play control that has made this series such a hit. Even though our version wasn't complete, it was a sweet play that promised more fun than any of the classic Rush games of the last century.







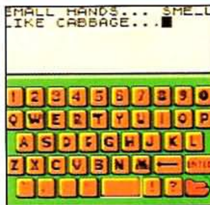


Yeah Baby! ANYONE FOR AUSTIN POWERS? Yes, please.

We'd heard the rumors, of course, that an international man of mystery was on his way to GBC from Rockstar Games. But the truth is much more exciting. Not only is Austin Powers: Oh Behave! coming to the handheld system this summer, but Dr. Evil: Welcome to My Lair will accompany Austin. Rockstar's double play exists on two Game Paks with similar interfaces and quite a few differences. Players explore the Paks rather than play them, selecting backgrounds, experimenting with codes, even storing groovy info in the personal organizer. Gags from the movie are everywhere you look, even in the credits. Of course, there are minigames, too—side-scrollers, puzzlers and even Game Link games. It's a blast, yeah baby!









THE PAPER CHASE

Although Paper Mario has been on our radar for about two years, only recently has the game popped up at Pak Watch HQ. For those of you who are keeping track, Paper Mario was originally called Super Mario RPG 2. The game features two-dimensional animated characters in a 3-D world. The title Paper Mario comes from the storybook feel that the cutout characters give to the game. But no matter the number of dimensions in the graphics, the real story behind Paper Mario is the fun game play. Like the Super NES Super Mario RPG, Mario and friends set out on a grand adventure. The RPG aspects of the game are not as deep as more traditional epic games such as Ogre Battle 64, but gamers will find lots of humor and plenty of menu-based action. This month's gallery shows how great the game looks in every dimension.











It may be paper, but it's not recycled.

Pak Peeks

What's breaking in the world of games.

And a valkyrie shall lead them...

Yeah, into the valley of the shadow of goblins must ye go...that is if you want to play Gauntlet: Legends for Game Boy Color. Midway has recreated the arcade and N64 hit in miniature, but don't expect a light-



Gauntlet: Legends

weight challenge. Gauntlet: Legends for GBC can hold its own in the battle of the systems. The game play of this action Pak is remarkably like that of its high-powered kin. You choose a warrior, wizard, archer, or valkyrie, then head off to conquer the minions of Skoane. Two players can link up to rid the world of the scourge or you can go it alone. The areas are large, the enemies are hungry for battle, and the magical spells spell the end of evil minions. There's even maniacal laughter when you first turn on the game. In our opinion, this Gauntlet is ready for wear.

Five on the pitch

Nintendo has been working on a cool little soccer game for Game Boy Color called Pocket Soccer. What makes it cool or different from all the other GB soccer games?



Pocket Soccer

Pocket Soccer has the best edit options around—it's that simple. In the main League Mode of the game, players can name their teams, choose team colors, edit practically every aspect of the team members' appearance and even select the type of surface that they play on. Training team members increases their proficiency ratings and helps build up their Special Skills. Players can trade team members using the Game Link Cable, too. As for the action on the pitch, it's five-a-side soccer with a definite arcade feel. The ball never goes out of bounds and the action is fast, more of a Jam feel than a sim. Although the launch date hasn't been set as of yet, Pocket Soccer could be released any time this fall or later. We'll let you know the score.

Pinball under the sea

Disney's The Little Mermaid II: Pinball Frenzy is another Game Boy Color title that we just have to mention this month. Nintendo is publishing the Disney title, and the development of the colorful pinballer is by Left Field. The resulting pinball game for one to four players makes full use of

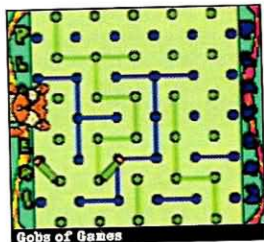


The Little Mermaid II: Pinball Frenzy

The Little Mermaid and *The Little Mermaid II: Return to the Sea* licenses. The two vertically scrolling boards are filled with characters from the movie and direct-to-video sequel so fans of all ages can interact with Ariel, Melody, Flotsam and Jetsam, Sebastian and others. The pinball mechanics are excellent, whether you choose the Fast or Slow option, and the Rumble feature adds to the sense of playing a real pinball game. Both boards contain minigames and table game bonuses, plus the Game Pak will have some extra goodies such as a print option for making stickers of your favorite Little Mermaid characters.

3DO has gobs of fun

3DO has been on a roll with Army Men of various kinds, but the company is branching out in all sorts of fun ways. On Game Boy, the latest sprout is a multigame Pak called Gobs of Games. It's well-named, too, because Gobs really does have gobs of games. There are four categories to choose from—Peg Games, Paper Games, Puzzles and Board Games. Under Peg Games, there are seven games. Paper Games includes a mob of 12 games with familiar favorites such as Hangman and Tic-Tac-Toe. In the Puzzle category, there are two subcategories. The Scramble subcategory contains


Gobs of Games

16 scrambled images. The Move-It subcategory has 16 puzzles that require you to move crates around in rooms. The Board Game option contains Checkers and Vs. Checkers. Our faves were the Peg Games and Hangman, but there's sure to be a game to suit everyone in this wonderful gob of games.

Ricky Carmichael on Game Boy Color

AMA motocross star Ricky Carmichael is coming to GBC this fall thanks to THQ and the development team at Tiertex. Championship Motocross 2001 featuring Ricky Carmichael includes 30 real riders, 20 motocross, supercross and freestyle events, and more than 16 customizable bikes from major manufacturers such as

COMING SOON



Championship Motocross 2001

Honda, Kawasaki, Yamaha and Suzuki. The unusual graphics style actually helps players get a sense of track elevations, and the bikes and riders are nice and large. On freestyle rides, catching air and pulling stunts are easy tasks, but sticking your landings isn't. For racing and motocross fans, there's a lot here to rev their engines.

The Game Boy Gamut

Believe it or not, there's even more Game Boy Color news this month, making it an all-GBC Pak Peeks. Let's get started with something from overseas. Capcom gave us a sneak peek of an upcoming RPG called Metal Walkers. The Japanese version of the game had a unique battle system that involved aiming at enemies and powering-up your robotic character. The graphics looked excellent, too, and we're told that the game has a lot of depth. But we'll have to wait longer for word on a release date since Capcom is still working on the North American version.

Konami's ESPN: The Games is a track and field collection of ten events: vault, fencing, long jump, high jump, pole vault, trap shooting, 100-meter dash, 100-meter high hurdle, javelin throw, weightlifting and 100-meter freestyle swimming. With nice graphics and easy-to-learn control functions, the latest track and field from the masters of T&F bring home the gold. As for the ESPN license, it doesn't look like the game has any connection to the network except that it is a sports title.



ESPN: The Games

Banjo-Tooie



Rare

Starcraft 64



Nintendo

Blues Bros. 2000



Titus

Donkey Kong Country



Nintendo

Disney's Donald Duck



Ubi Soft

Rugrats in Paris



THQ

PAK WATCH

RELEASE FORECAST

SUMMER 2000

Nintendo 64	Game Boy Color
BLUES BROS. 2000	GAUNTLET: LEGENDS
F-1 RACING CHAMPIONSHIP	HERCULES
HERCULES	MEGA MAN X
MARIO TENNIS	PERFECT DARK
OGRE BATTLE 64	SAN FRANCISCO RUSH
TUROK 3	SUZUKI ALL-STAR EXTREME RACING
ALICE IN WONDERLAND	TONIC TROUBLE
ARMY MEN: AIR ATTACK	TOONSYLVANIA
CROC	TRICK BOARDER
DAFFY DUCK: FOWL PLAY	WICKED SURFING
ESPN: THE GAMES	XENA
FIFA 2000	

FALL 2000

Nintendo 64	Game Boy Color
AIDYN CHRONICLES: THE FIRST MAGE	CHAMPIONSHIP MOTOCROSS 2001 FEATURING RICKY CARMICHAEL
ARMY MEN: SARGE'S HEROES 2	CROC 2
BANJO-TOOIE	DAIKATANA ADVENTURE
BATMAN BEYOND	DISNEY'S ALADDIN
BIG MOUNTAIN 2000	DISNEY'S DONALD DUCK
CONKER'S BAD FUR DAY	DISNEY/PIXAR'S BUZZ LIGHTYEAR OF SPACE COMMAND
CRUISIN' EXOTICA	DR. EVIL: WELCOME TO MY LAIR
DISNEY'S DONALD DUCK	DRAGON WARRIOR I & II
ETERNAL DARKNESS	GAUNTLET: LEGENDS
HEY YOU, PIKACHU!	GOBS OF GAMES
THE LEGEND OF ZELDA: MAJORA'S MASK	DONKEY KONG COUNTRY
MADDEN NFL 2001	HARVEST MOON 2
MEGA MAN 64	INSPECTOR GADGET
MICKEY'S SPEEDWAY USA	LEGEND OF THE RIVER KING 2
NFL BLITZ 2001	THE LITTLE MERMAID II: PINBALL FRENZY
NFL QUARTERBACK CLUB 2001	LOONEY TUNES COLLECTOR: ATTACK!
PAPER MARIO	MAT HOFFMAN'S PRO BMX
POLARIS SNOCROSS	POKéMON GOLD
POKéMON PUZZLE LEAGUE	POKéMON PUZZLE LEAGUE
POWER RANGERS LIGHTSPEED RESCUE	POKéMON SILVER
READY 2 RUMBLE 2	POWERPUFF GIRLS
ROSWELL CONSPIRACIES	POWER RANGERS LIGHTSPEED RESCUE
RUSH 2049	RETURN OF THE NINJA
SEA-DOO HYDROCROSS	RUGRATS IN PARIS
SPIDER-MAN	THE SIMPSONS
SYDNEY 2000 OLYMPICS	SYDNEY 2000 OLYMPICS
TAZ EXPRESS	T-TEX
THE WORLD IS NOT ENOUGH	TERRITORY
WWF: NO MERCY	TWEETIE'S HIGH FLYIN' ADVENTURE
X-MEN: MUTANT ACADEMY	WALT DISNEY'S THE JUNGLE BOOK
ALIENS	THE WORLD IS NOT ENOUGH
ARMY MEN 2	WWF: NO MERCY
AUSTIN POWERS: OH BEHAVE!	X-MEN: MUTANT WARS
BUFFY THE VAMPIRE SLAYER	
CASTLEVANIA II	

FUTURE

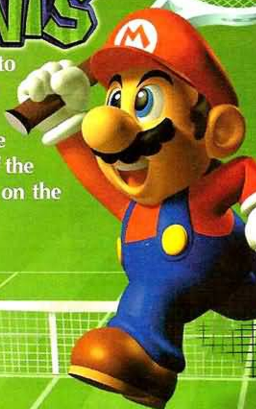
Nintendo 64	Game Boy Color
DINOSAUR PLANET	METAL WALKER
EARTHBOUND 64	POCKET SOCCER
RIQA	ZELDA: TRIFORCE SERIES (3 TITLES)
CRUSADERS OF MIGHT & MAGIC	
LUFIA: THE BEGINNING OF A LEGEND	

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 135, August 2000

MARIO TENNIS



Mario and company are restringing their rackets to prepare for an explosive barrage of backhands on the N64. It looks like Camelot and Nintendo will serve up an ace in August with a twisted take on tennis. Before you throw a tantrum in front of the line judge, let our coaches help you get a grip on the techniques you'll need to reach center court.



OGRE BATTLE 64

Would you describe yourself as a Person of Lordly Caliber? Test your mettle as we embark on a quest to help you through the eagerly awaited RPG for the N64.

POKÉMON THE MOVIE 2000

If you aren't too busy standing in line for tickets, then feast your eyes on our special pull-out section covering *The Power of One* and *Pikachu's Rescue Adventure*.

SUBSCRIBER-ONLY BONUS CARD—TEAM ROCKET'S DARK PERSIAN



DONKEY KONG COUNTRY

The 2,000-pound gorilla of Super NES games is pouncing into action on Game Boy Color. You may go bananas if you don't swing through our detailed game tips.

N64

1. A Bug's Life
2. All-Star Baseball 2001
3. Armorines: Project S.W.A.R.M.
4. Army Men: Air Combat
5. Army Men: Sarge's Heroes
6. Asteroids Hyper 64
7. Banjo-Kazooie
8. Bassmasters 2000
9. BattleTanx
10. BattleTanx Global Assault
11. Battlezone 64: Rise of the Black Dogs
12. Beast Wars: Transmetals
13. Beetle Adventure Racing
14. BioFreaks
15. Blast Corps
16. Body Harvest
17. Bomberman Hero
18. Bomberman 64: The Second Attack!
19. Brunswick Circuit Pro Bowling
20. Buck Bumble
21. Bust-a-Move 99
22. California Speed
23. Carmageddon 64
24. Castlevania
25. Castlevania: Legacy of Darkness
26. Chameleon Twist 2
27. Charlie's Blast Territory
28. Chopper Attack
29. Command & Conquer
30. Cruis'n USA
31. Cruis'n World
32. CyberTiger
33. Daikatana
34. Destruction Derby 64
35. Diddy Kong Racing
36. Disney's Tarzan
37. Donkey Kong 64
38. Doom 64
39. Duke Nukem: Zero Hour
40. Earthworm Jim 3-D
41. ECW Hardcore Revolution
42. Elmo's Letter Adventure
43. Elmo's Number Journey
44. Excitebike 64
45. Extreme-G 2
46. F-1 World Grand Prix
47. F-Zero X
48. FIFA '99
49. Fighter Destiny 2
50. Fighting Force 64
51. 40 Winks
52. Gauntlet Legends
53. Gex 3: Deep Cover Gecko
54. Glover
55. Goemon's Great Adventure
56. GoldenEye 007
57. Harvest Moon 64
58. Hot Wheels Turbo Racing
59. Hybrid Heaven
60. Hydro Thunder
61. Indy Racing 2000
62. In-Fisherman Bass Hunter 64
63. International Track & Field 2000
64. Jeremy McGrath Supercross 2000
65. Jet Force Gemini
66. Kirby 64: The Crystal Shards
67. Killer Instinct Gold
68. Knockout Kings 2000
69. The Legend of Zelda: Ocarina of Time
70. LEGO Racer
71. Lode Runner 3-D
72. Looney Tunes: Duck Dodgers Starring Daffy
73. Duck
74. Madden NFL 2000
75. Magical Tetris Featuring Mickey
76. Mario Golf
77. Mario Kart 64
78. Mario Party
79. Mario Party 2
80. Micro Machines 64 Turbo
81. Mission: Impossible
82. MLBPA: Bottom of the 9th
83. Monaco Grand Prix
84. Monopoly
85. Monster Truck Madness
86. Mortal Kombat 4
87. Mortal Kombat Mythologies: Sub-Zero
88. Mortal Kombat Trilogy
89. Mystical Ninja Starring Goemon
90. NAMCO Museum 64
91. NASCAR 2000
92. NBA Courtside 2 Featuring Kobe Bryant
93. NBA Hang Time
94. NBA in the Zone 2000
95. NBA Jam 2000
96. NBA Live 2000
97. NBA Showtime
98. The New Tetris
99. NFL Blitz 2000
100. NFL Quarterback Club 2000
101. NHL Blades of Steel '99
102. NHL Breakaway '99
103. NHL '99
104. Nightmare Creatures
105. Nuclear Strike 64
106. Off-road Challenge
107. Paperboy
108. Penny Racers
109. Perfect Dark
110. PGA European Tour
111. PilotWings 64
112. Pokémon Snap
113. Pokémon Stadium
114. Quake II
115. Quest 64
116. Rainbow Six
117. Rally Challenge 2000
118. Rampage 2: Universal Tour
119. Rat Attack
120. Rayman 2: The Great Escape
121. Ready 2 Rumble Boxing
122. Resident Evil 2
123. Re-Volt
124. Ridge Racer 64
125. Road Rash 64
126. Roadsters
127. Rocket: Robot on Wheels
128. Rugrats Scavenger Hunt
129. Rush 2
130. San Francisco Rush: Extreme Racing
131. Shadow Man
132. Shadowgate 64: Trials of the Four Towers
133. Snowboard Kids 2
134. South Park
135. South Park: Chef's Luv Shack
136. South Park Rally
137. Space Invaders
138. Space Station Silicon Valley
139. Starcraft 64
140. Star Fox 64
141. *Star Wars*: Episode I: Racer
142. *Star Wars*: Rogue Squadron
143. *Star Wars*: Shadows of the Empire
144. Starshot: Space Circus Fever
145. Super Mario 64
146. Super Smash Bros.
147. Supercross 2000
148. Superman
149. 1080° Snowboarding
150. Tonic Trouble
151. Tony Hawk's Pro Skater
152. Top Gear Overdrive
153. Top Gear Rally 2
154. Top Gear Hyper-Bike
155. Toy Story 2
156. Transfer Pak
157. Triple Play 2000
158. Turok: Dinosaur Hunter
159. Turok: Rage Wars
160. Turok 2: Seeds of Evil
161. Twisted Edge Snowboarding
162. Vigilante 8: 2nd Offense
163. V Rally Edition '99
164. Waialae Country Club: True Golf Classics
165. Wave Race 64
166. WCW Mayhem
167. WCW Nitro
168. WCW/nWo Revenge
169. WCW vs. nWo World Tour
170. Wetrix
171. WinBack: Covert Operations
172. Wipeout 64
173. World Driver Championship
174. World League Soccer 2000
175. Worms: Armageddon
176. WWF Attitude
177. WWF War Zone
178. WWF WrestleMania 2000
179. Xena: Warrior Princess: The Talisman of Fate
180. Yoshi's Story

Game Boy

181. All-Star Baseball 2000
182. Armorines: Project S.W.A.R.M.
183. Army Men
184. Asteroids
185. Azure Dreams
186. Battleship
187. Battle Tanx
188. Billy Bob's Huntin' 'n' Fishin'
189. Bionic Commando: Elite Forces
190. Black Bass Lure Fishing
191. Blaster Master
192. Boarder Zone
193. Bomberman Max
194. Bubble Bobble Classics
195. Bugs Bunny: Crazy Castle
196. Bust-a-Move 4
197. Caesar's Palace II
198. Casper
199. Castlevania Legends
200. Caterpillar Construction Zone
201. Catwoman
202. Crystalis
203. Deer Hunter
204. Dinosaur
205. Disney's Beauty and the Beast
206. Disney's Tarzan
207. Donkey Kong Land
208. Donkey Kong Land 2: Diddy's Kong Quest
209. Donkey Kong Land 3
210. Dragon Warrior Monsters
211. Duke Nukem
212. Earthworm Jim: Menace 2 the Galaxy
213. FIFA 2000
214. Final Fantasy Adventure
215. Final Fantasy Legend
216. Final Fantasy Legend II
217. Final Fantasy Legend III
218. Frogger
219. Game & Watch Gallery 3
220. Gex 3: Deep Pocket Gecko
221. Ghosts 'n' Goblins
222. Grand Theft Auto
223. Gold & Glory: The Road to El Dorado
224. Harvest Moon GB
225. Hello Kitty's Cube Frenzy
226. Heroes of Might & Magic
227. James Bond 007
228. Ken Griffey Jr. Presents MLB
229. Kirby's Dream Land 2
230. Klax
231. Knockout Kings
232. Legend of the River King
233. Legend of the Sea King
234. The Legend of Zelda: Link's Awakening DX
235. Lil' Monster
236. Looney Tunes Collector: Alert!
237. Madden NFL 2000
238. Magical Tetris Challenge
239. Mario Golf
240. Mega Man V
241. Metal Gear Solid
242. Metroid II: The Return of Samus
243. Mickey's Racing Adventure
244. Micro Machines 1 & 2: Twin Turbo
245. Microsoft Puzzle Collection
246. Mission: Impossible
247. Monster Rancher Battle Card GB
248. Mortal Kombat 4
249. Motocross Maniacs 2
250. Ms. Pac-Man Special Color Edition
251. NBA 3-on-3 Featuring Kobe Bryant
252. NBA Showtime
253. NFL Blitz 2000
254. NHL Blades of Steel 2000
255. Oddworld Adventures 2
256. Pac-Man Special Color Edition
257. Pokémon
258. Pokémon Pinball
259. Pokémon Trading Card Game
260. Pong: The Next Level
261. Prince of Persia
262. Puchi Carat
263. Rampage 2: Universal Tour
264. Rayman
265. Ready 2 Rumble Boxing
266. Roadsters Trophy
267. Ronaldo V-Soccer
268. R-Type DX
269. Shadowgate Classic
270. Smurf's Nightmare
271. Space Invaders
272. *Star Wars*: Episode I: Racer
273. Super Mario Bros. Deluxe
274. Super Mario Land
275. Super Mario Land 2: 6 Golden Coins
276. SuperShot Golf Robot
277. Survival Kids
278. Tetris Attack
279. Tetris DX
280. Tiger Woods PGA 2000
281. Titus the Fox
282. Tomb Raider
283. Toobin'
284. Top Gear Pocket 2
285. Towers: Lord Baniff's Deceit
286. Toy Story 2
287. Turok: Rage Wars
288. Uno
289. Vigilante 8
290. VR Sports Powerboat Racing
291. Wacky Races
292. Wario Land: Super Mario Land 3
293. Wario Land 2
294. Warlocked
295. Wario Land 3
296. Winnie the Pooh
297. Wings of Fury
298. Worms: Armageddon
299. WWF Attitude
300. WWF WrestleMania 2000
301. Yars' Revenge
302. Yoda Stories

Upcoming Releases & Other Picks

303. Aidyn Chronicles: The First Mage (N64)
304. Alice in Wonderland (Game Boy)
305. Animorphs (Game Boy)
306. Army Men 2 (Game Boy)
307. Army Men: Sarge's Heroe's 2 (N64)
308. Banjo-Tooie (N64)
309. Batman Beyond (N64)
310. Big Mountain 2000 (N64)
311. Blues Brothers 2000 (N64)
312. Conker's Bad Fur Day (N64)
313. Cruis'n Exotica (N64)
314. Dinosaur Planet (N64)
315. Disney's Donald Duck (N64)
316. Dolphin
317. Donkey Kong Country (Game Boy)
318. Dragon Warrior I&II (Game Boy)
319. EarthBound 64 (N64)
320. Eternal Darkness (N64)
321. F-1 Racing Championship (N64)
322. Game Boy Advance
323. Gobs of Games (Game Boy)
324. Harvest Moon 2 (Game Boy)
325. Hercules: The Legendary Journeys (N64)
326. Hey You, Pikachu! (N64)
327. International Superstar Soccer 2000 (N64)
328. Legend of the River King 2 (N64)
329. The Legend of Zelda: Triforce Series (Game Boy)
330. The Legend of Zelda: Majora's Mask (N64)
331. LEGO Action Team (Game Boy)
332. LEGO Island (Game Boy)
333. LEGO Racers (Game Boy)
334. Lufia: Ruins Chaser (Game Boy)
335. Madden 2001 (N64)
336. Mega Man 64 (N64)
337. Mia Hamm Soccer 2000 (N64)
338. Mickey's Speedway USA (N64)
339. Mini Racers (N64)
340. NFL Quarterback Club 2001 (N64)
341. The New Adventures of Batman (N64)
342. Ogre Battle 64: Person of Lordly Caliber (N64)
343. Perfect Dark (Game Boy)
344. Pokémon Puzzle League (Game Boy)
345. Pokémon Puzzle League (N64)
346. Pokémon Gold (Game Boy)
347. Pokémon Silver (Game Boy)
348. Polaris SnoCross (N64)
349. Power Rangers Lightspeed Rescue (N64)
350. Powerpuff Girls (Game Boy)
351. Return of the Ninja (Game Boy)
352. Riqa (N64)
353. Roswell Conspiracies (N64)
354. Rugrats in Paris: The Movie (N64)
355. Rush 2049 (N64)
356. Scooby Doo! (N64)
357. Sea-Do Hydrocross (N64)
358. Spider-Man (N64)
359. Spider-Man (Game Boy)
360. Stunt Racer 64 (N64)
361. Super Bowling (N64)
362. Sydney 2000 (N64)
363. Taz Express (N64)
364. Test Drive Rally (N64)
365. Toonsylvania (Game Boy)
366. Turok 3: Shadow of Oblivion (N64)
367. Winnie the Pooh (N64)
368. X-Men: Mutant Academy (N64)
369. X-Men: Mutant Academy (Game Boy)

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Volume 132 (May. '00): Excitebike 64, Perfect Dark Multiplayer Strategy, Bomberman 64: The Second Attack!, Beast Wars: Transmetals, Looney Tunes Collector: Alert! (GB), Bomberman Max: Blue Champion/Red Challenger (GB), Metal Gear Solid (GB), Tomb Raider (GB), Hercules Preview, E3 Preview and Predictions, Looney Tunes: Duck Dodgers Staring Daffy Duck Preview, 1999 Nintendo Power Awards Winners.

Volume 131 (Apr. '00): Tony Hawk's Pro Skater, Perfect Dark, Battlezone: Rise of the Black Dogs, ECW: Hardcore Revolution, All-Star Baseball 2001, Daikatana, International Track & Field, Top Gear Hyper-Bike, Rainbow Six (GB), Pokémon Trading Card Game (GB), Excitebike 64 Preview, Army Men: Air Combat Preview, Kirby 64 Preview, Goomba Gazette.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

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Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure (GB), *Star Wars:* Episode I: Racer (GB), Ghosts 'n' Goblins (GB).

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Rocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales (GB), R-Type DX (GB), All-Star Baseball 2000 (GB), Join the Power Panel.

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